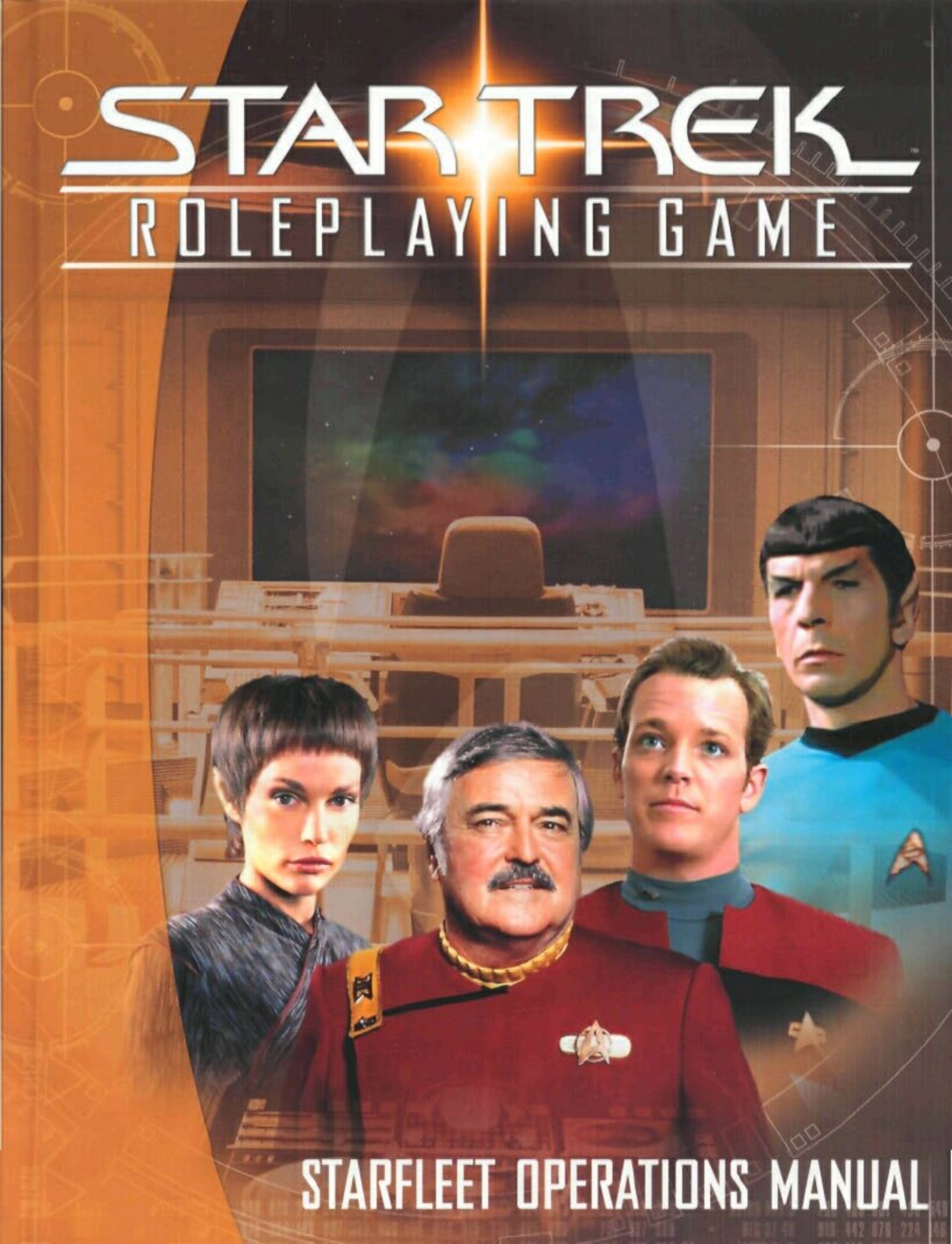
STAR TREK
ROLEPLAYING GAME



STARFLEET OPERATIONS MANUAL

STAR TREK™
ROLEPLAYING GAME

STARFLEET OPERATIONS MANUAL

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Frank Chadwick for inventing a genre, and Jason Carl for providing a model, both of them unwittingly. To the memory of Crewman Darnell (d. 2266), the first Starfleet officer killed on screen in *Star Trek*, and to his many fallen comrades before and since, this book is affectionately dedicated. Wear the red shirt proudly.

Disclaimer:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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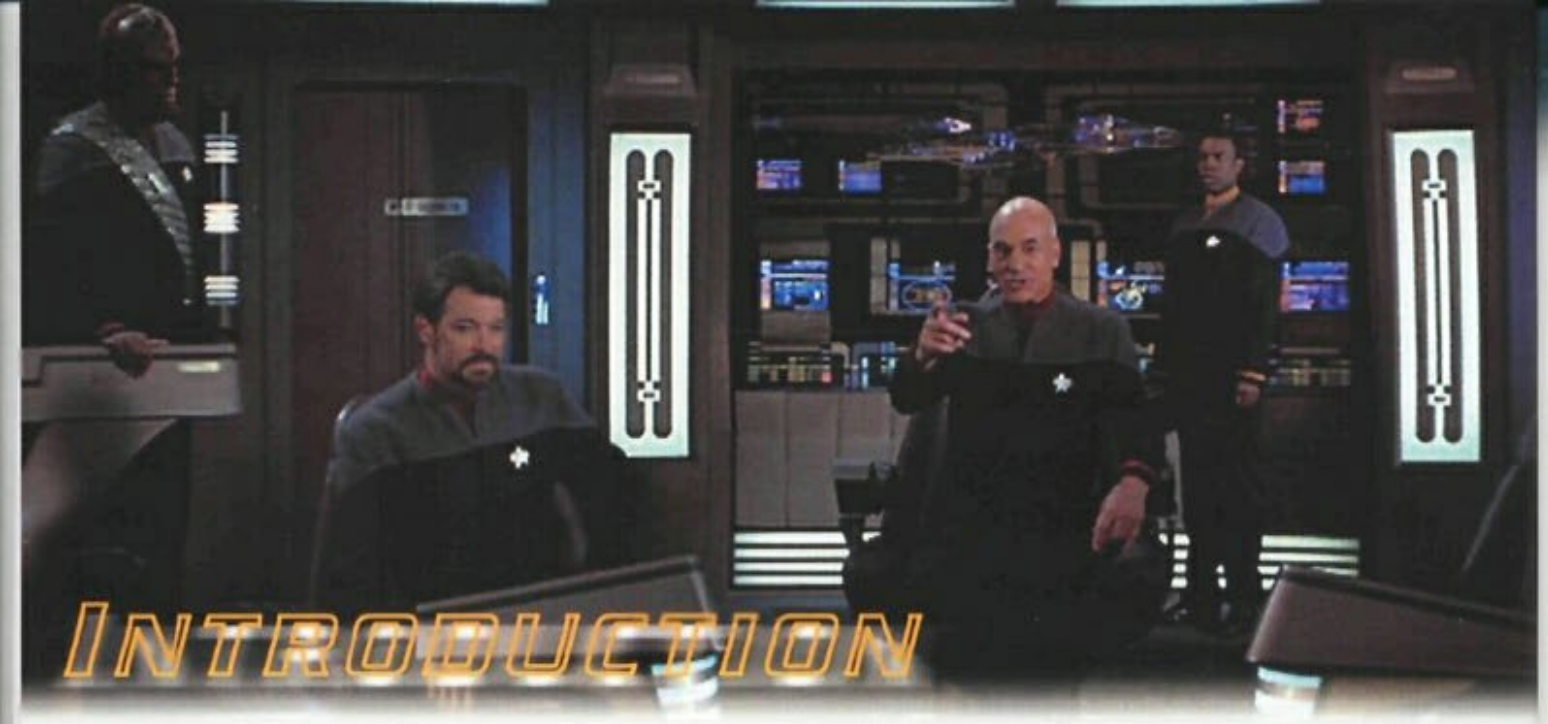


INTRODUCTION

You are the guardians of peace, and the harbingers of progress. Since before there was a Khitomer Accord, before there was a Prime Directive, before there was a United Federation of Planets, you and your fellow officers have patrolled, explored, defended, and expanded the final frontier. You are Starfleet officers, and whether braving the unknown dangers above Warp 5 or traversing the most distant reaches of the Delta Quadrant, you have upheld and epitomized the spirit of adventure that has compelled sentient beings from a hundred worlds outward into space.

But glorious traditions and noble goals only get you so far. To reach the stars and to live long and prosper there takes guts and grit, skills and savvy. Starfleet Academy tries to find the best of the best from every member world (and from some non-member worlds as well) to exemplify these qualities. Then, it spends years teaching and testing cadets until they exceed even their own potential; until they truly are the finest their species have to offer. Finally, the universe teaches its own lessons. The traditions of Starfleet and the disciplines of the Academy all come down to you and your fellow officers on an alien world and the decisions you make.

That's when you prove that you can wear the uniform, that you have what it takes. This book gives you some edges, but it's up to you to push beyond them. Take the tools and the talent of all your species and boldly go where no one has gone before.

HOW TO USE THIS BOOK

This book expands the possibilities for Starfleet officer characters in the *Star Trek Roleplaying Game*. As far as practical, this book covers the entire scope of Starfleet history from the Federation's founding to the aftermath of the Dominion War; characters and series from any era of *Star Trek* can use these rules. In some cases, players of starship officers from other nations (or free captains, smugglers, and pirates) might even be able to use or adapt portions of the material in this book, depending on their Narrator's decision, but the bias is always for Starfleet characters. Most of this material is aimed at players, although Narrators will no doubt find some useful nuggets here and there. All of the rules given here are official, except for a few clearly indicated optional rules. Future *Star Trek Roleplaying Game* products from Decipher will use and adapt these systems. However, in the final analysis, the game is yours, not ours. Feel free to change, expand, adapt, or even reject anything in this book if it interferes with your own judgement of your series' potential and reality.

Contents

Chapter 1: Standard Operations gives the basic officer's eye view of Starfleet missions. This includes general operation notes for Starfleet starships, and specific strategies and tactics for a wide variety of potential assignments. This section also provides guidelines for, and summarizes, a new category of Starfleet missions: intelligence missions.

Chapter 2: Officer Skills and Traits expands and clarifies skill use for Starfleet officers, in terms of existing skills. It provides concrete information about key skills for bridge crews, and the way they operate on a starship bridge. It also adds a new skill group for primitive vehicles, and introduces the concept of key traits, the core mechanic of Armed Combat disciplines and Unarmed Combat styles.

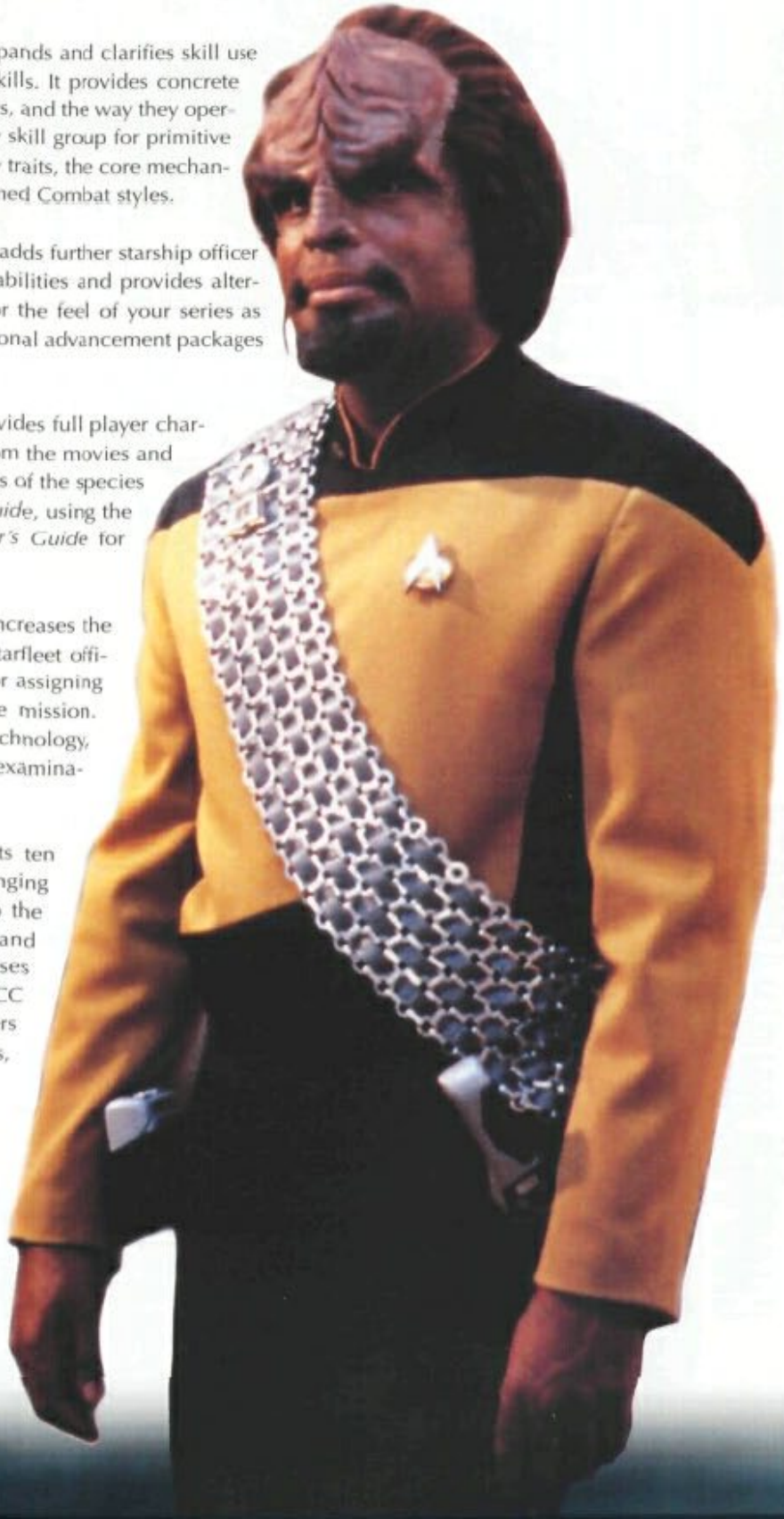
Chapter 3: Officer Training Programs adds further starship officer (and hence Starfleet officer) professional abilities and provides alternative mechanisms for promotion to tailor the feel of your series as desired. It also includes some new professional advancement packages for specific Crew positions.

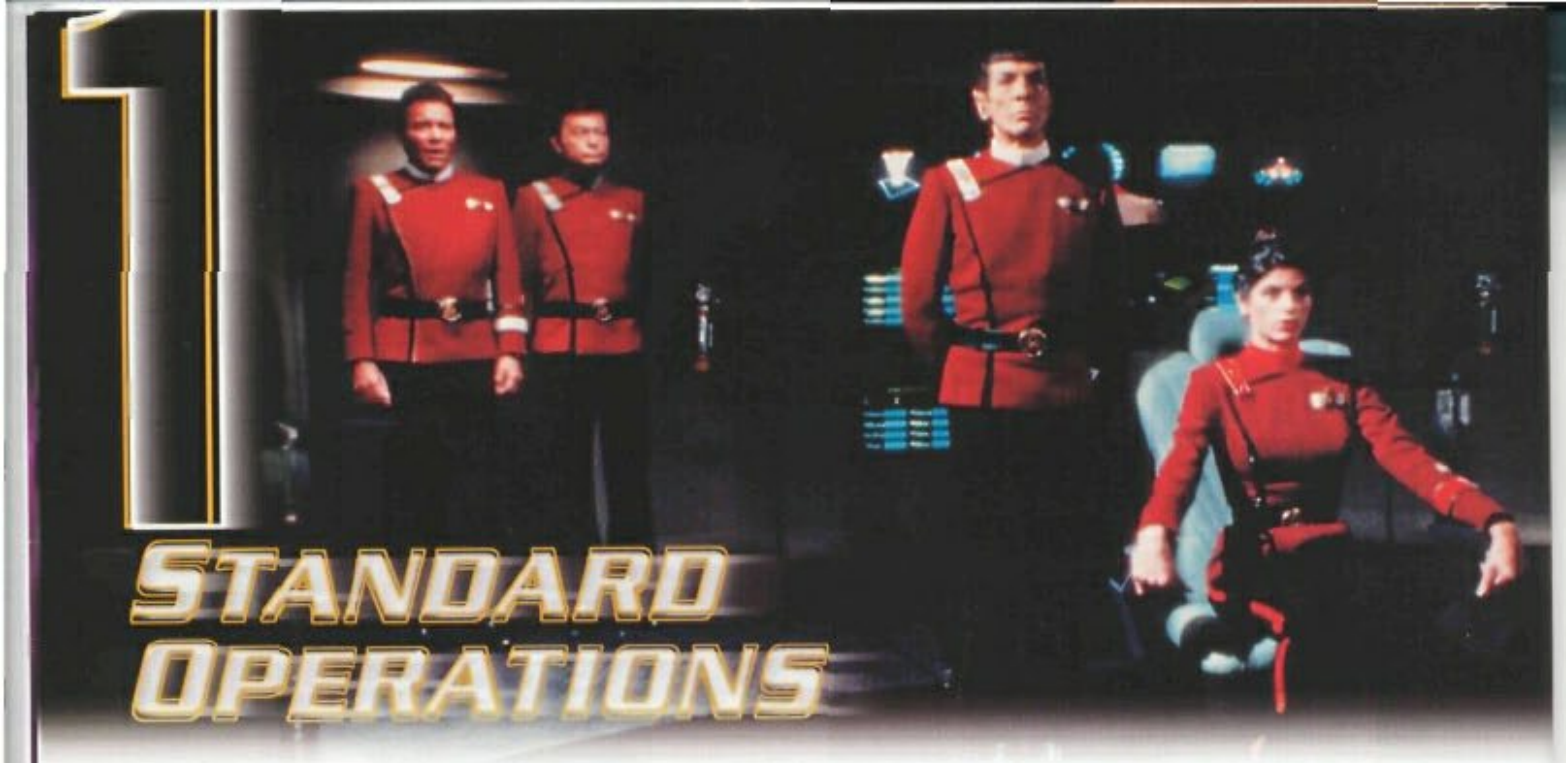
Chapter 4: New Species in Starfleet provides full player character information for eight new species from the movies and television series, all built as the equivalents of the species presented in the *Star Trek RPG Player's Guide*, using the guidelines in the *Star Trek RPG Narrator's Guide* for new species creation.

Chapter 5: Mission Equipment vastly increases the array of wonderful devices available to Starfleet officers, and provides rules and guidelines for assigning (or acquiring) equipment suitable for the mission. The most important piece of Starfleet technology, the tricorder, gets a full under the hood examination in practical game terms.

Chapter 6: Ships of the Line presents ten fully statted-out Starfleet ship classes ranging from the *Daedalus*-class of the 2160s to the most modern ships of the *Saber*- and *Steamrunner*-class, including the classes exemplified by the *U.S.S Enterprise* NCC 1701-B, -C, and -E. The chapter also covers the organization that deploys these ships, and the starbases that support them.

Finally, the Starfleet Personnel Jacket presents the necessary data to play a Starfleet officer in an expanded character sheet with more room for personal and career background and development.





1 STANDARD OPERATIONS

What keeps the starships flying? Not dilithium, or warp nacelles, or even miracle-working engineers. What keeps starships flying is order and organization. Starships embody science and rationality; Starfleet standard operating procedure aims to do the same.

OPERATIONAL PRACTICE

Once a ship leaves spacedock, its crew should be prepared for anything the galaxy can throw at it, from rogue Klingon madmen to enormous Iconian berserkers. Starfleet ships maintain a regular schedule of operational practices to ensure readiness; the Crew will have responsibilities to this schedule both during their eight-hour on-duty watch and outside it. Ion storms don't take the evening off, after all. Unless the episode requires it, Narrators can assume that routine checks happen and, even on the Romulan Neutral Zone, most days pass without incident.

UNDER WEIGH

A starship between ports of call planets, starbases, etc. is "under weigh", a term dating back to the old water navies of Earth. A starship under weigh usually travels at its cruising speed or slower on condition green, the lowest alert status (see "Alert Status" box on page 7). However, even while not on alert, a competent Starfleet crew is always ready for a sudden contact, whether with a dangerous intruder or a new scientific wonder to catalog and explore. General Order Thirteen mandates that Starfleet personnel are obligated to investigate any unusual phenomenon where possible.

While "under weigh," ships primarily run on long-range navigational sensors and a full array of passive sensor systems. (Passive sensors like gravimeters only receive; active sensors like radar both transmit and receive.) Depending on the mission, the captain may order a full sensor sweep (including active sensors) every eight hours. On survey and scientific missions, the sensors are usually continuously active on all wavelengths. This makes the ship much easier to detect (–10 Target Number (TN) for System Operation (Sensors) tests), but also adjusts the chance of detecting another ship at long range (normally a TN 15 test) by –5 TN. If another ship is detected, the tactical officer or science officer identifies it if possible (usually a Computer Use (Retrieve) test at TN 10 if the ship is from a known culture, or TN 5 if it is a fellow Starfleet vessel). If the ship is unknown, or is from a known culture but has an unknown intent, standard Starfleet ship contact protocols (see box, page 8) come into play.

ALERT STATUS

CONDITION GREEN

The standard, peacetime status of all Starfleet vessels. Crew members perform their regular routine duties; while off-duty they may engage in personal hobbies, continue research on their own time, fraternize, utilize the holodeck enjoy the ship's library, or sleep. The mandatory bridge crew on a capital ship on condition green consists of a command officer, a flight control officer (or helmsman), a sensor operator (usually a science officer or operations manager), and (if the Federation is in a state of emergency) a weapons or tactical officer (who can also serve as navigator or operations manager on some ships). Some captains maintain a full bridge crew (see "Bridge Crew" and "layout" on page 26) even on condition green.

Even on condition green, navigational deflectors are up, forty percent of the ship's weapons are on standby status able to power up in two minutes, and one shuttle remains ready for launch in five minutes. While on condition green, the operations manager or first officer runs a level 4 diagnostic check of primary ship systems (see Table 7.6 on page 110 of the *Star Trek RPG Narrator's Guide*) every eight hours.

YELLOW ALERT

The senior bridge officer (or the captain or first officer at any time) can place the ship on yellow alert. A yellow alert signals the possibility of combat, hazardous flight conditions, or ship system malfunction. On yellow alert, sleeping personnel wake, dress, and equip themselves. Off-duty personnel stand in quarters for assignment to their departments. Senior bridge crew report for duty. On some ships, or during wartime, unarmed on-duty security personnel arm themselves. All crew members keep a special eye out for anything out of the ordinary, reporting any strange readings, damage, or occurrences. Ship's weapons arm, and the operations manager clears the decks of low-priority systems use such as holodecks, scientific experiments or surveys, and so forth. The operations manager or first officer runs a level 4 diagnostic check of the entire ship immediately.

RED ALERT

Only the captain or the senior bridge officer can order red alert. In theory, ships should go to yellow alert first, which should bring the captain to the bridge to decide on red alert status. In practice, crises don't always wait for turbolifts. On red alert, all personnel head to battle stations. Security personnel fan out to transporter rooms and other strategic locations throughout the ship. Medical personnel report to sickbay and other duty stations. Engineers check and wait near critical systems. All shuttle crews report to shuttlebays, and all shuttles warm up. Weapons arm and load; shields come up. Active sensors begin sweeps at all ranges. The computer automatically runs a level 4 diagnostic check continuously.

INTRUDER ALERT

This operational mode is similar to yellow alert but focuses on an internal breach of security. During an intruder alert, all nonessential personnel are confined to their quarters or duty stations for the duration of the emergency. Movement through the ship requires the authorization of an immediate superior officer and all turbolifts key to authorization codes only. Armed security teams patrol each deck, with teams stationed at sensitive areas of the ship (e.g., transporter rooms, shuttlebays, torpedo bays, main engineering, computer core, armory, and the bridges). The security officer mounts a full internal scan of the ship, ready to seal bulkheads, flood the decks with anaesthezine, or any other response required.

MEDICAL ALERT

In the event of an outbreak, this operational mode confines all personnel to their current locations, while environmental controls isolate life support systems for each deck. This ensures the contagion does not spread throughout the starship or facility. Priority power is routed to sickbay, and the chief medical officer runs a full internal scan of the ship to locate and deal with any contagion.

ABANDON SHIP

If the commanding officer considers a vessel lost, he may give the order to abandon ship. All shuttle crews ready their craft and prepare for immediate departure. If a habitable planet is in range, ship's power transfers to all working transporters. All personnel report to a designated mustering station in the event of the abandon ship order being given, with the key supplies on their evacuation roster. Lifeboats are enabled, and launched either by the bridge or by their occupants. A microwarp buoy is launched, containing a subspace transmitter and a copy of the ship's logs. The operations manager or first officer oversees the evacuation of the ship while the rest of the bridge crew works to contain the emergency that caused this drastic measure.

In Orbit

While in orbit around a planet, the starship should monitor planetary communications where possible (a System Operation (Communications) test at TN 15), maintain sensor scans for energy discharges or hostile life forms (see Table 7.2 on page 102 of the *Star Trek RPG Narrator's Guide*), and scan the system for other ships, especially incoming ships under warp (a System Operation (Sensor) test at TN 10, unless the other ship is hiding). If the ship is orbiting a Federation, allied, or neutral world, the commanding officer should respect the planetary orbital control system (except in cases of emergency). If the ship is orbiting a world without warp

STARFLEET SHIP CONTACT PROTOCOLS

If the contact remains unidentified:

- **Shields remain at standby mode.**
- **Sensor use is restricted to passive sensors. If the contact is from a completely unknown culture, even navigational sensors go on standby.**
- **Immediately attempt communication by opening hailing frequencies; activate adaptive communications to detect the unknown ship's beacon or guidance frequency and begin universal translator search of EM background.**
- **Response should be measured and equivalent; if the contact actively scans your ship, you may return the scan using analogous technology where possible. If the contact raises shields, you may raise shields. If the contact powers weapons, you are encouraged (by Regulation 8A) to raise shields.**
- **As per General Order Ten, a Starfleet vessel never fires first, except when faced with a known enemy vessel during wartime.**

If the contact fires on your starship:

- **If the contact is from an unknown culture, the captain's first responsibility is to the safety of his ship and crew (per General Order Five) unless the contact poses an immediate threat to other Federation citizens (as per General Order Two).**
- **The safety of both his ship and the Federation will often depend on breaking the engagement and retreating to report the contact and the full on-site assessment to Starfleet Command. Where this is impossible, the captain must use his best judgement as governed by general Starfleet tactical doctrine.**
- **If the contact is from a known culture, the captain may use his best judgement in responding, governed by general tactical doctrine and wartime status, if any, of the Federation.**

STARFLEET TACTICAL DOCTRINE

- **If ship's shields are capable of handling the opponent's full primary weapon, the opponent should not be destroyed unless completely unavoidable.**
- **Only the commanding officer or first officer can order weapons fire; firing weapons without orders is a court-martial offense.**
- **Phasers should be used for pinpoint attacks to immobilize and disarm where possible.**
- **Photon torpedoes should be used when phasers are insufficient to end the engagement rapidly and with limited loss of life. All photon torpedoes should be inventoried and secured except when actually in firing mode.**

AWAY TEAM GUIDELINES

These are among the guidelines established for away team conduct in the 2340s. Before that time, Starfleet officers remain guided by Starfleet directives. Even in the late 24th century, Starfleet directives can trump these guidelines in emergency or crisis situations. Landing party or away team officers must think on their feet; this, after all, is why such groups normally contain at least some (and sometimes all) of the ship's senior staff.

- **Treat all encountered beings with respect and dignity.**
- **Maintain complete and accurate tricorder records of all actions and observations.**
- **Remain within eyesight or communicator contact at all times, and establish communication protocols with the ship and with the commanding officer or Mission Ops.**
- **Take only essential items of vital scientific or security interest; leave nothing behind if at all possible.**
- **Do everything in your power to avoid hostilities. Never fire first.**
- **If hostilities are unavoidable, end the combat as soon and with as little damage as possible. Avoid lethal damage.**
- **Establish containment and decontamination protocols based on biological surveys both from the ship and on the planet; do not transport potentially infectious agents to an unsecured area of the ship.**

travel, the Prime Directive may restrict all ship emissions to those not detectable at that world's Tech Level; *ships orbiting a Tech Level 5 or 6 world may have to* secure for silent running.

On the Planet

While planetside, Starfleet officers remain bound by *Starfleet directives* and *guidelines*. Starfleet officers on other planets should assume that they are under that planet's legal jurisdiction. In some cases, Starfleet Command has acquiesced to an officer's execution by local authorities if convicted of local capital crimes—however Starfleet expects officers on the scene to do everything they can within the local law to preserve fellow officers' lives and freedom. Starfleet officers on planets without warp travel must remain cognizant of the Prime Directive, and Starfleet officers in general should follow the Away Team Guidelines (see box, page 8).

MISSION OPERATIONS

Starfleet sends its ships on many and varied missions and duty tours to every corner of the known galaxy. For each mission type (see pages 235-237 of the Star Trek RPG Player's Guide), there are certain reliable patterns of operation and standard practices that Starfleet officers should at least begin with. This can often rapidly narrow the field down to the real crisis at hand, which may not have anything to do with the ship's ostensible assignment!

Exploration Missions

Deep-Space Exploration

For these missions, continuous attention to every detail of the long-range sensors pays off. Deep space contains dangerous interstellar phenomena, bizarre radiation fields, and even entirely unknown spacegoing civilizations; it's worth knowing everything you possibly can before you meet any of them. Keep an eye out for departures from accepted scientific knowledge, for sensor ghosts paralleling your course, and for system malfunctions on your own ship.

Planetary Exploration

These missions can involve all levels of planetary sciences, but don't neglect the A&A officer! On a planet with *intelligent life*, knowing the ins and outs of their culture can help avoid gladiatorial combats or dangerous logic games with all-knowing supercomputers—and if it can't help you avoid them, it can help you win them. Sensor scans should be especially alert for *Romulans or other threat races; statistically, a planet is* seldom in only one set of spacelanes.

Defense Missions

Patrol

Like planetary exploration, patrolling dangerous or under-policed sectors tends to turn up threat ships, or Ferengi or Orion pirates who will report your existence to rival nations. Consider working with these third force ships and using them as your own eyes and ears. *Even if they still betray you, you may get some useful* intelligence out of their sensor logs.

Threat Alert

Be wary of being drawn into a compromising position. *Enemies and rivals of the Federation often attempt* to embarrass starship officers into aggression, high-handedness, or other violations of standard Federation practice. While patrolling the frontier of a known rival, always remember that you are diplomats first and naval officers second.

Tactical

Review the tactics of your likely opposition, and be ready for anything. Some captains use tactical deployments to practice drill and space combat skills at a measured pace; others prefer to move in at top speed to hopefully get a jump on the crisis before it boils over. Be ready to look for the force multiplier option, a place where a few key personnel can make all the difference by deactivating a planetary deflector shield, switching the locals to the Federation side, or getting detailed sensor scans to find the weakness of some unprecedented threat.

Convoy and Escort

Treat these missions like deep-space explorations; have sensors on full and be ready for anything. Keep your charges in line and in phaser range; one missing ship can wreck the whole mission. This is the time for phaser drill and tactical training.

Diplomatic Missions

First Contact

Here, again, the role of the A&A officer or first contact specialist is paramount. Every culture has something worthwhile to offer the Federation; identify that thing and encourage it where you can (assuming the Prime Directive will let you, that is). Keep in mind that not all cultures obey the Prime Directive, however; unscrupulous merchants or enemy soldiers can do much more damage than you can.

Intergalactic Affairs

When involved in intergalactic diplomacy, the key is to maintain sight of your own objectives. Do not get drawn into diplomatic horse-trading, or (worse yet) personal squabbles; you are constrained by regulations and Starfleet practice in a way that envoys aren't. However, when you are the envoys on the scene, get the best deal you can and advance Starfleet directives where possible.

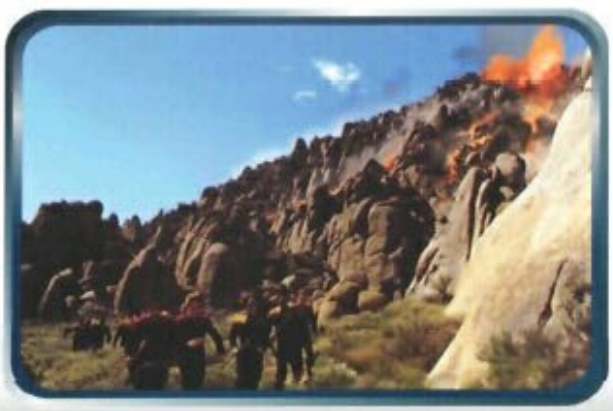
Emergency Missions

Aid and Relief

There is almost always more to the crisis than meets the eye. Keep a sharp lookout for scavengers (such as mercenaries or merchants) preying on the misery around you, and for complications to the ongoing emergency. Sometimes the two are connected. Always remember that nobody's pride is worth the lives of innocent people—not yours, and not the so-called experts on the scene. Trust your opinion; that's why Starfleet sends you there.

Evacuation

These missions resemble diplomatic missions or convoy missions to the tenth power. Strict rules, personal neutrality, and focus on the key goal (saving lives) must be your lodestones during a logistical nightmare such as this.



Scientific Missions

Experimentation

Experiments always go wrong; it's the key to the scientific method. As with deep-space survey missions, keep an eye on the sensors, and run diagnostics on ship systems whenever possible. Pay attention during briefings, and try to get a familiar handle on the underlying scientific theories being tested. Work out which ship systems you could adapt to fix the first four things you can think of that might go wrong.

Investigation

As contrasted with official experimentation missions, the chances are that you won't hear about specific investigations unless they are assigned to your branch or they go wrong. Try to get to know the personality of the lead investigator; be ready to use that knowledge to replicate, abort, or assist her investigations. (This is also good advice for experimenters.) Use the ship's library computer liberally; at the worst, you'll help close off some dead ends.

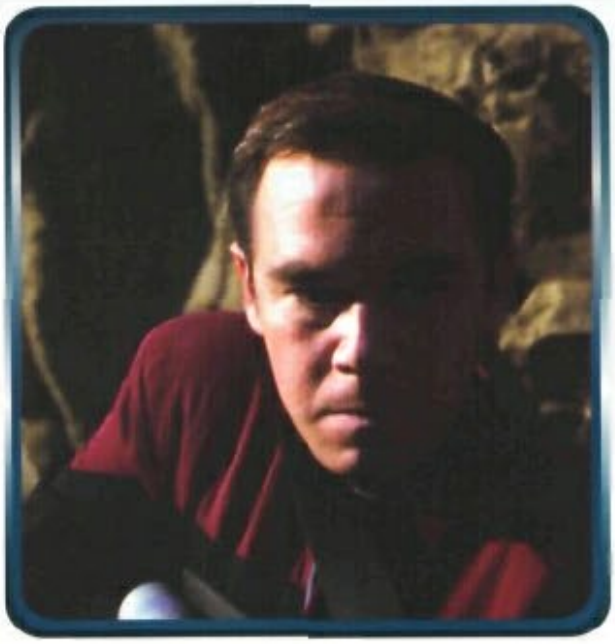
Intelligence Missions

The Federation places primary responsibility for espionage, counterespionage, and other covert activities in the hands of Starfleet Intelligence. This remains a source of some discomfort for Starfleet as a whole; Starfleet's primary scientific goal has obvious intelligence applications, and the meshing of intelligence and defense responsibilities in the same agency can occasionally cause interdepartmental friction. Starfleet understandably prefers to emphasize its open actions for science and defense—but when the safety of the Federation requires some cloaking-device-and-dagger work, they do their duty as they have always done. Intelligence missions include:

Infiltration

An infiltration mission calls on Starfleet personnel to covertly (or under false pretenses) enter a dangerous or interdicted location, perform some action, and exfiltrate or escape, ideally unnoticed by the opposition. Captain Kirk's 2268 mission to cross into the Romulan Neutral Zone, steal a cloaking device, and return with it is a classic infiltration mission.

Performing an infiltration mission requires a solid plan—and inspired improvisation when it falls apart. Like diplomatic missions (with which they have some surprising commonalities), keeping mission goals in mind and not becoming distracted by personalities are the key to limiting complications in an infiltration mission. Often, infiltration missions are classic force multiplier situations where a single landing party does more good than a whole starship crew. Since you don't



always have access to your whole starship, this is a comforting thought.

Assessment

By contrast, an assessment mission is one in which Starfleet Intelligence suspects something is up but doesn't know where to go, or what to do when you get there. Assessment missions generally start with an anomaly—a vanished agent, a rumor of sabotage, a political shakeup—that requires expert analysis by Starfleet personnel on the scene. Sometimes assessment personnel can be inserted under the cover of another mission, such as a scientific or diplomatic mission. Captain Picard's broad orders to investigate the disappearance of Ambassador Spock on Romulus in 2368 epitomize the assessment op.

Where infiltration missions resemble diplomatic missions, assessment missions resemble scientific missions. The key is data, and checking it for anomalous patterns. Always have two backup plans for getting out of whatever trouble you stir up; be ready to react on the fly. After all, Starfleet Intelligence wouldn't send you to check things out if the situation was normal.

Counterintelligence

A counterintelligence mission is one that thwarts an intelligence (or military) mission by a foreign power or internal radical group. Starfleet officers usually stumble into these missions while pursuing other goals, although often an assessment mission becomes a counterintelligence op halfway through. Captain Picard's discovery of the Vulcan Isolationist Movement's attempted activation of the Stone of Gol in 2370 triggered a paradigmatic counterintelligence mission.

Counterintelligence missions require initiative; if Starfleet Command knew about the situation, they would already have sent someone else to deal with it. In speed and complexity, they resemble emergency missions, but in solution they often times become tactical missions. With counterintelligence missions, decisive and correct use of force is often your only option; better to stop the plot early than wait too long and discover that you no longer can.

THE STARFLEET INTELLIGENCE SERIES

Narrators may want to run a series consisting entirely or almost entirely of intelligence missions, along a *Mission: Impossible* type pattern. This can create a few wrinkles with an all-Starfleet officer Crew, however. Starfleet Intelligence does not have its own dedicated starships, although it does utilize a few undercover civilian ships, such as free traders or mercenary vessels, as assets.

However, many Starfleet officers have a dual role as SI agents, especially the shadowy members of the deep-secret Section 31. If the Crew's commanding officer is an SI asset, they might find themselves coincidentally assigned to a number of key threat sectors, in which a surprising number of other mission types turn out to be counterintelligence or assessment ops. This can create a tense, exciting, fast-paced series; if the Narrator and players agree, it can also explore issues of loyalty, betrayal, and trust in a more character-driven serial format.

For a mixed-profession series, you might consider adding one spy character to the Starfleet officer Crew as a kind of liaison officer who accompanies them on missions of all kinds in the interests of building effective teamwork. Adding a special forces officer can add a little elite muscle. Starfleet engineers and science officers are already experts at borrowing or sabotaging foreign technology; tactical and operations officers also have useful intelligence skills. Command officers can be helpful as face men, who handle the social engineering needed to get past suspicious bureaucrats or beautiful alien vixens. Rogue or merchant crew of an SI civilian asset, diplomats who (like Ambassador Spock) serve an intelligence purpose, and even mystics, smugglers, or mercenaries could be added to an intelligence series with little trouble.

Starfleet Uniforms

Starfleet's first uniforms, created before the Federation for Earth's space exploration service, began with the practical tradition of the astronaut's jumpsuit. On early spacecraft, a jumpsuit and sealed helmet would serve to keep crewmen alive if air loss threatened the ship; this design conservatism carried over well past the era when single micropunctures could evacuate a ship's air supply.

With the founding of the Federation, Starfleet duty uniforms changed to a different tunic and trousers model, although technicians stayed in the comfortable jumpsuits. For a non-military organization, Starfleet uniforms have shown general continuity, although individual officers and ships have adapted various fatigues, undress uniforms, and other styles for maximum comfort and efficiency on given missions.

Uniforms in Transition

With the introduction of cheap, reliable replication technology, Starfleet uniforms went through a period of repeated re-design beginning in 2266. This uniform (which, unlike other Starfleet uniforms before or since, differentiated between male and female crewmen) was comfortable and efficient, and proved very popular with Starfleet personnel. In 2370, Starfleet regularized the *Enterprise* "arrowhead" insignia as standard throughout the fleet, and redesigned uniforms on the *Enterprise* and at Starfleet Command to indicate the new status of the ship. The pastel blue-and-gray tunics worn on the Enterprise during Captain Kirk's second five-year mission never caught on elsewhere in the fleet, so Starfleet Command redesigned the uniform again in 2275, returning to the 2266 model, changing the color scheme slightly, and adding a crimson jacket for all branches of Starfleet.

Technical Uniform
All Branches
c. 2113-2161

Field and Duty Uniform
All Branches
c. 2113-2161

Duty Uniform
Male Command Branch
c. 2162-2265

Dress Uniform
Male Command Branch
c. 2162-2275

Duty Uniform Female Science Branch
c. 2162-2265

Technician's Jumpsuit Unisex
Engineering Branch
c. 2162-2270

Field Jacket Male
Science Branch
c. 2162-2265

Duty Uniform Female
Engineering Branch
c. 2266-2270

Casual Uniform Male
Command Branch
c. 2245-2270

Duty Uniform
Male Science Branch
c. 2266-2270

Medical Officer's
Tunic
c. 2245-2275

Duty Uniform
All Branches
c. 2275-2351

Duty Uniform Science
Branch
c. 2275-2351

Field Jacket
All Branches
c. 2280-2320

Duty Uniform
All Branches
c. 2280-2320

Field Jacket
All Branches
c. 2280-2320

Field Operations Uniform
c. 2280-2351

Duty Uniform
Science Branch
c. 2351-2365

Duty Uniform
Operations Branch
c. 2366-2368

Duty Uniform
Command Branch
c. 2366-2368

Admiral's Uniform
c. 2369-2372

Duty Uniform
Operations Branch
c. 2369-2372

Dress Uniform
Command Branch
c. 2369-

Dress Uniform
Command Branch
c. 2369-

Officer's Vest
c. 2373-

Admiral's Uniform
Command Branch
c. 2373-

Duty Uniform
Command Branch
c. 2373-

Academy Cadet Jumpsuit
c. 2372-

This uniform lasted through the end of the Klingon cold war and into the new era of cooperation and exploration in the early 24th century. Only after the fleet reorganization by Admiral Taneko in 2350 (see page 76) did the uniforms change again. (The "field operation" uniform, a fatigue uniform for ground-based personnel, remained the same until the Dominion War.) Duty uniforms returned to the three branch colors, reversing engineering and security (now called operations) with command, and the general "jumpsuit" look from Starfleet's earliest days returned as well. Slight design variations again crept in between ships, issue years, fabrication plants, and among Starfleet's highly independent and individual officers.

Wartime Uniforms

The Dominion War, and its economies in design and materials, forced the uniform changes of 2373. All uniforms, regardless of branch or service, used a black-and-grey oversuit with a branch-color light shirt visible only at the throat. During the struggle against the Dominion, Starfleet officers had more important things to worry about than tweaking uniform aesthetics, and even with the Cardassians and Founders defeated, Starfleet resources will probably go to other, more critical areas. Individual Starfleet officers and personnel will likely return to letting their personal taste influence their uniform choices as they rebuild and return to peaceful scientific and exploratory duties.

PROCEDURES

Three different disciplinary procedures apply to offenses by Starfleet personnel. The more serious the offense, the more forbidding and formal the disciplinary procedure.

Command Discipline

Any non-senior officer can be directly disciplined by his commander. Department heads may use command discipline with their subordinates. Most command discipline takes the form of a reprimand, a verbal dressing-down during which the offender stands at attention. Reprimands remove 2 points of Renown from an officer, since they appear in his record. More serious reprimands include confinement to quarters (for 24 or 48 hours), and some result in demotion, the loss of rank. A demotion subtracts the character's former Promotion value from his Renown, along with the base 2 point loss for any reprimand. Extremely serious offenses can result in brig time, but outside states of emergency, most such cases require a board of inquiry.

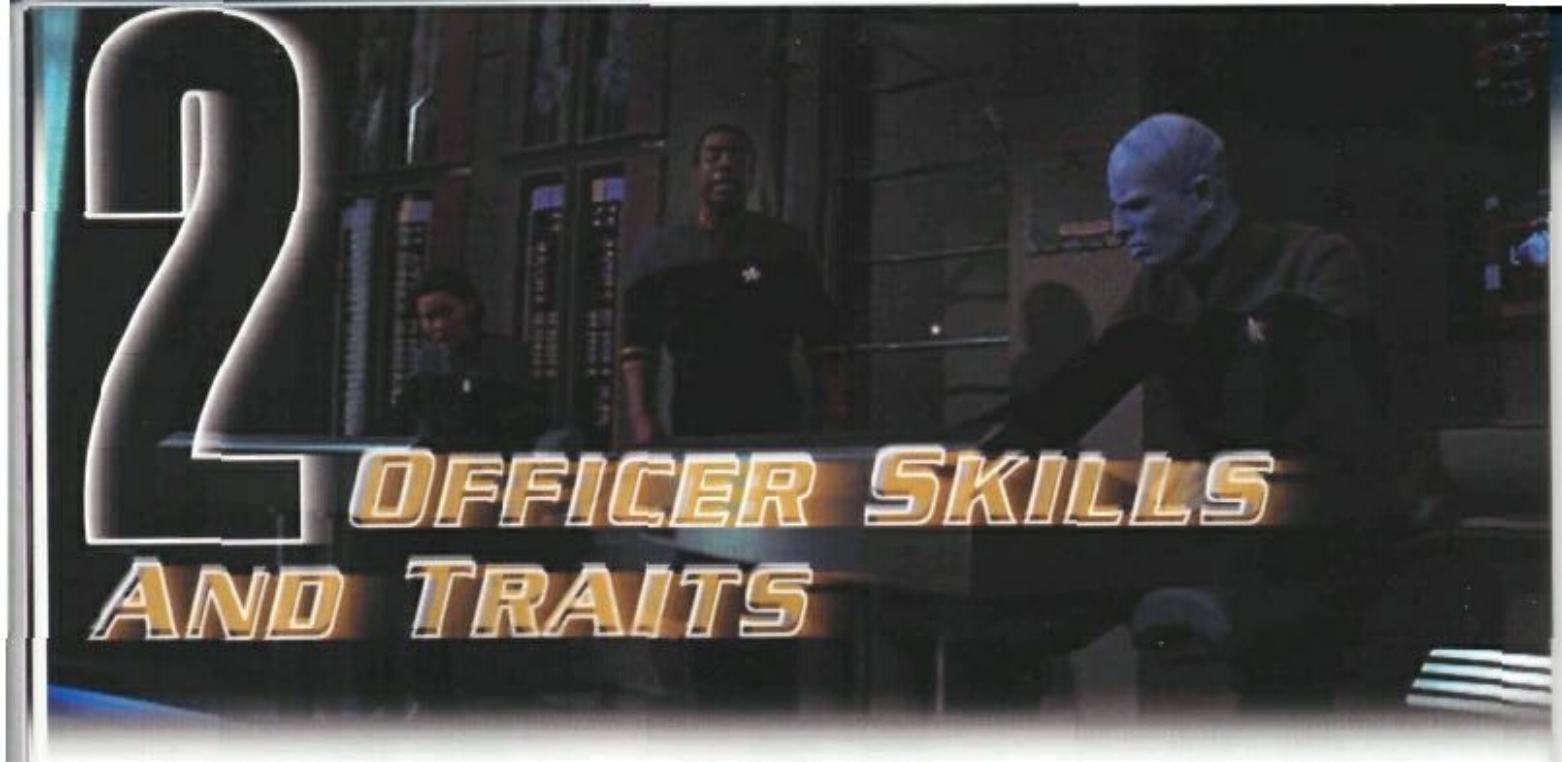
Board of Inquiry

A board of inquiry is a panel of ranking officers (usually the ship or base's command staff) who sit in judgement of serious, but non-criminal offenses. They may acquit the defendant, or subject him to any sanction which does not deprive him of his liberty, including a dishonorable discharge from Starfleet. In addition to these sanctions, they may issue a non-binding recommendation that the defendant's commanding officer sentence him to a brief stay in the brig. Convicted defendants lose half their Renown (minimum of 2 points) along with any other sanctions or game effects.

Any charge against a senior, commanding, or flag officer is referred to a board of inquiry. If the board determines that the charge is unworthy of consideration, or lacks sufficient evidence, it dismisses the case without hearing witnesses. This happens more often than not. If the board decides that the offense is criminal in nature, it refers the case to a court martial.

Court Martial

Court martials are formal trials, with Starfleet judges (a minimum of three of captain's rank or higher), prosecutors, and defense attorneys. Rigorous standards of evidence apply. The defendant is presumed innocent until proven guilty and afforded due process of law. Guilty verdicts can result in anything from demotion to dishonorable discharge to penal colony time to death (for violating General Order Seven only). Court martials of senior officers are exceedingly rare; the first court martial of a serving captain occurred in 2267, when Captain James T. Kirk was tried for causing the death of Lieutenant Commander Ben Finney. Courts martial do not affect Renown, but they do alter its nature – a captain once renowned for spirit and bravery will be renowned for treason or murder after his court.



2 Officer Skills and Traits

The key to Starfleet's stellar record of success, peace, and exploration is its officers. However, what makes a Starfleet officer the best in the galaxy is his skills—the intensive training and innate talents that can mean the difference between life and death for entire planets. Every Starfleet officer uses her skills to the utmost, getting every edge and every advantage possible out of her already comprehensive battery of talents.

Skills Revisited

This chapter gives more specific uses, additional sample specialties, and fuller calibration for some of the core skills from the *Star Trek RPG Player's Guide*, as well as some key traits tied to skill levels that can add new capabilities for those who master the required disciplines.

Administration

Command officers, and department heads in all branches, use Administration to manage their responsibilities and to operate within the larger bureaucracy of Starfleet. The larger the effect or influence of the test, the more difficult it is to manage without deadlock, misunderstanding, or inefficiency.

Simple (TN 5): Administering the crew of a small ship or a small team (under 20 individuals).

Routine (TN 10): Administering the crew of a medium ship, or a department on a larger ship (20-300 individuals).

Challenging (TN 15): Administering a capital ship, flagship, or starbase (301-5,000 individuals).

Difficult (TN 20): Administering a fleet or major Starfleet office (5,001-20,000 individuals).

Virtually Impossible (TN 25): Administering Starfleet or any interplanetary or planetary bureaucracy. Almost all such tasks become extended tests, almost by default.

Additional Modifiers: Efficient Starfleet computer systems make administering a starship or starbase easier. Administration skill tests dealing with a starship or starbase take –1 to the TN for every class level of the operations system (see *Star Trek RPG Narrator's Guide* page 138) of that ship or base; for example, a Starfleet captain using a Class 4 operations system to run her ship makes her Administration tests for shipboard matters at –4 to TN. Administration skill tests gain the same bonuses from the Promotion edge as social skill tests.

Affinities: Gains a +1 affinity bonus from Law skills with the same or similar specialties: For example, Administration (Starship) gains the bonus from Law (Starfleet) when used on Starfleet vessels. Operations managers also administrate shipboard issues as a matter of course; Administration gains a +1 affinity bonus from System Operation (Mission Ops).

Bureaucratic Pressure: Often, members of a bureaucracy exert pressure through the system to achieve their ends—a more glamorous assignment, a coveted fleet promotion, the right to divert from a mission for a sudden emergency, the exposure of a conspiracy or the defeat of a dangerous scheme. Such pressure is often opposed by the current holder of the assignment, rival for promotion, some narrow-minded under-secretary, and so forth, who applies his own pressure to resist your aims. This can be resolved as an opposed Administration test against your opponent. For tests against nothing but the inertia of an established bureaucracy, use the TNs above based on the size of the impact you are trying to achieve: if you are trying to divert one medium ship, the TN for such a test is 10; if you are trying to change Starfleet policy for all ships, the TN is 25.

Armed Combat

You may pick one of the fairly broad individual skills in this skill group given on page 109 of the *Star Trek RPG Player's Guide* (Simple, Traditional Klingon Weapons, etc.) or a skill representing a specific school of armed combat. Many specific school skills allow access to "key traits," which are special traits keyed to specific skill levels as a prerequisite. Some key traits require the prior selection of other key traits. Unless specifically noted, you may not use two key traits for the same attack test. Key traits cost two advancement picks each, just like regular traits.

Each specific school grants basic familiarity with at least one broad class of weapon; a character with Fencing can pick up and use any sword, from a Scottish claymore to a Klingon *mek'leth*. However, only the specialty weapon or weapons of the school (marked with an asterisk) can be used with its key traits. Thus, a character with three skill levels of *Anbo-jytsu* would write Anbo-jytsu (Staff) +3 on his character sheet, and would gain the specialty bonus using a staff. He would have the same effective skill rank with any club as a character with Simple Armed Combat +3.

Anbo-jytsu

The blind Centauran gymnast Kathar Eltrin invented this specialized school of staff-fighting in 2168. It remains more popular on Alpha Centauri as a performance art rather than a martial art, but Centaurans in Starfleet have returned it to its efficient roots. *Anbo-jytsu* stresses kinesthetics, balance, and keen senses. **Weapons:** *Staff, club, lirpa, mace, stunrod.

Jytsu Sense

You channel the input of your senses more fully into your strikes, and act fluidly upon the many subtle cues of sound and motion you receives.

Prerequisite: *Anbo-jytsu* +2

Effects: Your *Anbo-jytsu* skill gains a +1 affinity bonus from your Observe (Listen) skill. This key trait may be used with other *Anbo-jytsu* tests.

Upgrade: You may substitute your Observe (Listen) skill level for your Quickness reaction level in tests to determine initiative or surprise.

Anbo Dur

The most common move in *Anbo-jytsu*, a sweeping blow brought between the attacker's legs for maximum interference with movement.

Prerequisite: *Anbo-jytsu* +4

Effects: A successful staff blow does damage as normal, then throws your attacker to the ground. He suffers all penalties for being prone until he uses one action to get up.

Upgrade: In addition to the above, a successful staff blow numbs your opponent's leg; he may not add his Agility bonus, if any, to any combat test until healed.

Pranha Jytsu

You hear your opponent's moves and subconsciously translate the audible signal into reflexive muscle action.

Prerequisite: *Jytsu Sense*, *Anbo-jytsu* +6

Effects: You may substitute your Observe (Listen) skill level for your Agility bonus in determining your Defense rating.

Anbo Chohr

By listening to your opponent's breathing, you can find his most vulnerable spot for a debilitating blow.

Prerequisite: *Jytsu Sense*, +8

Effects: Double your damage from a successful staff blow.

Chaka Hramdal

The bloody, direct art of fighting with the massive Andorian dagger, the *chaka* (see box), has over 800 different substyles. Most Andorian duels are resolved by *chaka hramdal* contests; thanks to this art's emphasis on deadly strikes, duels to first blood often turn out to be duels to the death. **Weapons:** **Chaka, d'k tahg*, knife.

CHAKA

SPECIFICATIONS: 35 cm long, 75 cm from side to side, 1.8 kg

DESCRIPTION: The "Andorian fighting dagger" (more of a shortsword by weight and size) resembles three Earth bowie knives joined in an upside-down "T" or an oversized Klingon *d'k tahg*. One blade projects forward from the fist, with two more protruding from the ends of the haft on either side. *Chakani* come in many different versions; some have longer central blades, basket-hilts on the hafts, or spikier side blades.

PARRY MODIFIER: +1

DAMAGE: 1d6+4

Jenac

This is a rapid, deep thrust with the forward blade intended to end the combat in a hurry.

Prerequisite: *Chaka Hramdal* +2

Effects: A successful *jenac* thrust does +1 to +6 damage, but lowers your Defense by the same amount for the next round.

Ashrand

The "eyeblink counter strike" uses your opponent's own strike as the springboard for a sudden *jenac* strike.

Prerequisite: *Chaka Hramdal* +4, *Jenac*

Effects: After successfully parrying an opponent's strike, you may immediately make a *jenac* strike of your own at a +1 bonus to skill. This will cost 1 action from your next round.

Upgrade: This strike now costs no actions.

Keltrath

This is a direct, stabbing blow downward with one of the *chaka* side blades. Difficult to execute, it is even more difficult to block.

Prerequisite: *Chaka Hramdal* +4

Effects: By taking a penalty between –1 and –3 to your attack skill test, you can force your opponent to take a –2 to –6 penalty, respectively, to his attempt to block, parry, or dodge the *keltrath* attack. For example, if you take a –2 attack test penalty, your opponent must take a –4 penalty to his dodge attempt.

Upgrade: A successful *keltrath* attack does +2 damage.

Shestaal

This "sunrise slash" is intended to cut your foe with all three blades of the *chaka* in a sweep.

Prerequisite: *Chaka Hramdal* +6

Effects: After a successful attack test, roll again for the second blade. If successful, make a third attack test for the final blade. A successful dodge ends the *shestaal*, but *not* a successful parry—an opponent can parry the first blade and be hit by the next two. If the third blade hits, it only does half damage. Using the *shestaal* takes only one action, regardless of how many blows hit.

Upgrade: Three upgrades are possible; in order. Upgrade 1: A successful dodge no longer ends the shestaal attack; Upgrade 2: the third blade does full damage if it hits; Upgrade 3: You may strike more than one opponent with a single shestaal attack.

Shes Kolnat

A brutal move practiced primarily by members of Keth P'trell, the Andorian medical clan, it is considered a "mercy strike" in traditionalist Andorian circles.

Prerequisite: *Chaka Hramdal* +8, Medicine +3 or First Aid +5. A specialty in Andorian medicine or Andorian anatomy lowers the needed skill levels to Medicine +1 or First Aid +3.

Effects: A successful attack does half damage, but severs your opponent's arm (or other striker) tendon, rendering the limb useless (unable to hold a weapon, much less strike with one) until healed.

Fencing

A martial art that emerged in Earth's European continent during the 15th century, fencing encompassed many different styles of swords and swordplay. After 1800 primarily a sport complete with masks, safety uniforms, and blunt weapons, the Klingon crises of the mid-23rd century caused a renewed vogue for serious combat fencing among Starfleet officers. **Weapons:** *Sword, *mek'leth*. (Some Narrators may wish to create individual sword specialties and statistics; combat fencing weapons include the rapier, epee, and saber.)

Lunge

Stepping forward, you thrust the point of your weapon into your opponent.

Prerequisite: Fencing +2

Effects: You may lunge from between 1 and 3 meters away. A successful lunge does +3 damage; you can neither dodge nor parry as your next action.

Upgrade: The "flying lunge" or "ballestra" allows you to add a +1 affinity bonus to lunges from Athletics (Jump).

Feint

A feint, or faked attack, ideally fools your opponent into defending against a nonexistent blow, thus opening him up to your real attack.

Prerequisite: Fencing +4

Effects: Roll 1d6 and subtract your opponent's Perception modifier. Subtract the result from your opponent's Defense during your next attack test. A feint, like a real attack, takes 1 combat action.

Upgrade: Your feint result has a minimum of 1; even if your opponent's Perception modifier is +6 or higher. For each further upgrade, your minimum feint result increases by 1. You may upgrade Feint up to three times.

Corps-à-Corps

By binding your opponent's blade, you keep your opponent in close (point-blank) combat range yet unable to use his weapon.

Prerequisite: Fencing +4

Effects: A successful corps-à-corps attack penalizes your opponent's parry test (if any) by the amount of your Agility bonus. For example, if Louis (+3 Agility modifier) succeeds in a corps-à-corps against Kang,

Kang's attempt to parry that corps-à-corps is at –3. (If Kang attempted to dodge, he would have no penalty.) An unsuccessful parry (or no defensive response whatsoever) binds your opponent's blade. Once bound, your opponent can only free his weapon by succeeding in a Strength attribute test (which takes 1 action) opposed by your initial corps-à-corps attack test result. You may free his (and hence your) weapon at any time.

Upgrade: You may disarm your opponent by defeating him in an opposed Strength attribute test. Every failed attempt by your opponent to free his weapon adds a +1 bonus to your test result to disarm.

Riposte

You turn your parry into an opening to strike at your opponent.

Prerequisite: Fencing +6

Effects: After successfully parrying your opponent's blow, your next attack gains a +2 bonus to your Fencing skill test; also, if you do not already have the initiative, you gain it for the next round.

Upgrade: Your riposte bonus increases to +4.

Sentiment de Fer

You leave your blade constantly in contact with your opponent's weapon, in order to "feel" his moves and intentions ahead of time.

Prerequisite: Fencing +8

Effects: Following a successful attack or parry, you have a +2 test result bonus to all further attacks or parries against that opponent with this weapon, including the use of other key traits. This lasts until the end of the combat, until you retreat or dodge, or until he successfully dodges your attack.

Upgrade: Your bonus from sentiment de fer increases to +4.

Athletics

In addition to Climb, Jump, Ride, and Swim, there are two other specialties of the Athletics skill that may come in handy.

Escape Artist

This specialty covers pulling or wriggling loose from ropes, vines, large manacles, etc. Picking an archaic lock, such as those on 20th-century police handcuffs, is a Sleight of Hand (Lockpicking) skill test. This specialty is based on Agility, rather than Strength, unless the Narrator rules that a brute force "pulling apart" is the only way to loosen a given set of bonds. Make Athletics (Escape Artist) skill tests against a TN dependent on the material.

Simple (TN 5): Vines or other loose, wet strands.

Routine (TN 10): Belts, curtain sashes, or other ad hoc bonds.

Challenging (TN 15): Ropes, tentacles.

Difficult (TN 20): Thick cables or chains; large manacles.

Virtually Impossible (TN 25): Wire, shrunken rawhide, formed plastic "cuffs."

Additional Modifiers: Covertly attempting an Athletics (Escape Artist) skill test while being watched by guards adds at least +5, and possibly the guard's Perception modifier as well, to the TN.

Affinities: Escape Artist attempts against large, whole-body bonds gain a +1 affinity bonus from Gymnastics. Attempts to untie only wrists or hands gain a +1 affinity bonus from Sleight of Hand.

Action Time: Variable minutes to hours, averaging around TNx5 minutes.

Extended Test: Yes, at the Narrator's discretion.

Throw

This specialty of Athletics covers throwing for accuracy, speed, and distance. You may substitute Athletics (Throw) for Archaic Ranged Weapons tests to throw large or easily-thrown weapons such as spears and boomerangs. Specialized throwing weapons such as daggers, tomahawks, kligats, and so forth still require Archaic Ranged Weapons, although that skill will take a +1 affinity bonus from Athletics (Throw). Athletics (Throw) tests also govern throwing items such as overloading phasers, photon grenades (see page 73), or flasks of explosive. The Athletics (Throw) test TN is usually set by the range. Thrown weapons will have established range increments; the distances given here are for a roughly streamlined non-weapon object about the size and mass of a football. The Narrator may vary these numbers depending on the object to be thrown.

Simple (TN 5): Point blank. Within 10 meters.

Routine (TN 10): Short range. Within 30 meters.

Challenging (TN 15): Medium range. Within 60 meters.

Difficult (TN 20): Long range. Within 100 meters.

Virtually Impossible (TN 25): Extended range. Over 100 meters.

Range increments increase by +1 for every +1 to the thrower's Str modifier. Throwing a weapon at a person, however, remains a test against the target's Defense, modified by range as normal.

Additional Modifiers: Pinpoint targeting (hitting a target less than one-tenth the size of the range to target) will add at least +5 to TN. For example, tossing a plasma bottle 60 meters to strike a 6-meter wide evil computer is a normal, Challenging (TN 15) test. If the computer is only 3 meters wide, the TN becomes 20; if the computer is only 1 meter wide, the TN becomes 25. If you are throwing an item to be caught, you may treat the Athletics (Throw) as a combined test with the catcher's Athletics (Jump) skill. Catching a thrown item not intended for you is an Athletics (Jump) test.

Affinities: Athletics (Throw) tests take a +2 affinity bonus (double the normal bonus) from applicable Sport specialties such as Baseball, Cricket, and so forth.

Engineering

This clarifies and spells out the meanings of the test modifiers on page 101 of the *Star Trek RPG Player's Guide* for Engineering (and Repair) physical skill tests. "Adequately equipped" (+0 TN) means the tools and equipment onboard a starship. The docking ports of any starbase, or the civilian orbital facilities around a world with the same Tech Level as the starship, are "well equipped" (–5 TN). Only Spacedock-type full bays (such as those in service hub space stations), and Starfleet orbital or space facilities count as "equipped with advanced/precision tools" (–10 TN) for the purposes of making Engineering (or Repair) tests on a Starfleet vessel. The Tech Level of the equipment available also affects the TN of the task: "superior tools" (–5 TN) is generally one TL ahead: the equivalent of a 23rd-century engineer using 24th-century tools to repair his ship. (More than one TL ahead usually causes too many problems with basic conceptual familiarity to gain any advantage, and a system too advanced may actually make things harder again.) Tools one TL more primitive than the engineer is used to (or than the starship needs) count as "inferior tools" (+5 TN); 2 TLs more primitive becomes "makeshift tools" (–10 TN). An officer attempting to transform a TL 8 tricorder into a temporal viewing device using 1930s (TL 5) technology might as well be "totally unequipped" (+15 TN), or using stone knives and bearskins.

Inquire

Often, investigators need to follow a suspected pirate, smuggler, or spy from place to place or even from planet to planet without actually being able to physically shadow him with the Stealth (Shadow) specialty. This is where the Trail specialty of Inquire comes in. Inquire (Trail) allows you to follow a subject's trail from place to place by picking up rumors, checking spaceports or orbital logs, and so forth. You can make Inquire (Trail) an opposed test against the subject's Streetwise, Specific World, or Impersonate skill depending on which tactic he is using to evade you. (Trailing a subject across an uninhabited world or through a wilderness area is an Observe (Track) test.) The Narrator may wish to focus on a given element of the trail, requiring other Inquire, Investigate, or Spot tests rather than subsuming everything into a single Inquire (Trail) test. Alternately, you can use the TNs below:

Simple (TN 5): Trailing an obvious or oblivious target such as an absent-minded astrophysicist or a Klingon on Ferenginar.

Routine (TN 10): Trailing a low-ranking criminal or a government official such as a diplomat.

Challenging (TN 15): Trailing an obscure individual, or a military or Starfleet officer aware of followers.

Difficult (TN 20): Trailing a dangerous wanted criminal or smuggler.

Virtually Impossible (TN 25): Trailing a secret agent or spy.

Additional Modifiers: In general, trailing a subject between planets adds +5 TN per planet. Also, the size of the subject's lead will affect the difficulty; a week's lead is +5 TN, a month's lead is +10 TN, and a year's lead is +15 TN.

Affinities: Inquire (Trail) tests can get a +1 affinity from the Investigate (Deduce) skill, and from Streetwise and Specific World skills where relevant.

Action Time: Making an Inquire (Trail) test usually takes at least a day.

Extended Test: Yes

Medicine

Although Medicine is an academic skill, it (like First Aid) is also affected by the equipment modifiers on on page 101 of the *Star Trek RPG Player's Guide*. Field medicine with a complete medikit available is "adequately equipped" (+0 TN). Surgery in a starship sickbay is "well equipped" (–5 TN), and surgery in a major hospital ship, medical starbase, or research hospital on a technically advanced planet is the equivalent of "advanced or precision tools" (–10 TN). Medical Tech Level also affects skill tests: "superior tools" (–5 TN) is generally one TL ahead: the equivalent of a 23rd-cen-

tury doctor using 24th-century instruments to diagnose, treat, or operate on a patient. (More than one TL ahead usually causes too many problems with basic conceptual familiarity to gain any advantage, and a system too advanced may actually make things harder again.) Medical technology one TL more primitive than the doctor is used to counts as "inferior tools" (+5 TN); 2–3 TLs more primitive becomes "makeshift tools" (+10 TN); 4 or more TLs behind and the medical instruments are valueless, leaving the surgeon "totally unequipped" (+15 TN).

Physical Science

Physical Science (Mathematics) is the key discipline of cryptography, the field of making and breaking codes. This differs from encrypting or decrypting computer records specifically, which is a Computer Use (Encryption) test. Most encrypted communications in Starfleet pass through the computer system, where extremely secure programs do the actual encrypting or decrypting before passing the clear text on to the communications officer. Using these programs can be a System Operation (Communications), Computer Use (Encryption), or Physical Science (Mathematics) test. However, many Priority One messages must be decoded by the communications officer or command staff without using the ship's dedicated computer system, for additional security. Other times, existing Starfleet computer protocols are useless, such as when decrypting Romulan coded messages, or encoding covert radio transmissions on a primitive planet. For such tasks, use a difficulty based on the code's sophistication and mathematical complexity, as follows:

Simple (TN 5): Standard substitution ciphers (Morse code), well-known "book codes." These codes generally appear at Tech Level 2.

Routine (TN 10): Complex substitution ciphers, detailed telegraphic and book codes. These codes generally appear at Tech Level 3.

Challenging (TN 15): Computationally-created codes, such as the 20th-century Enigma and Ultra codes; basic one-time pad systems. These codes generally appear by Tech Level 5.

Difficult (TN 20): Complex multivariable codes, advanced one-time pad systems. These codes generally appear by Tech Level 6; most standard Federation, Klingon, and Ferengi traffic appears in these codes.

Virtually Impossible (TN 25): Massively multilayer codes, linguistic-bank-driven one-time pad systems. These codes appear by Tech Level 8. Military transmissions, Starfleet defense signals, and most Romulan and Cardassian traffic, use these codes.

Additional Modifiers: The longer the text sent in a single code, the easier it is to break. A single message might add +3 to +5 to the TN; reams of logistical data would lower the TN by up to –6. If the decoder knows the subject matter (if, for instance, it refers to specific ships or star names known to the decoder), this also lowers the TN by –1 for every solidly known reference.

Affinities: Skill in the original language of the clear text (Romulan language skill for a Romulan code, for example) and Computer Use (Encryption) both add +1 affinities to Physical Science (Mathematics) rolls to decode a message.

Action Time: Variable hours for a single message; TL 5 or higher codes may require weeks or months with equivalent-level computers to break. However, computers from a higher TL than the code can usually break them in minutes with a Computer Use (Encryption) test at – 5 TN per TL level difference.

Extended Test: Yes

Ranged Combat

Energy Weapons

The following key traits are tied to the Energy Weapons skill in the Ranged Combat skill group. At the Narrator's discretion, all of them can apply to the Projectile Weapons skill in that skill group as well; however, they must be taken separately. In other words, a security officer with the Get the Drop key trait for her Energy Weapons skill would have to pick it again if she wanted to be able to use her antique .45 caliber pistol to Get the Drop on an alien low-life.

Covering Fire

Covering fire is a pattern of weapons fire intended to keep enemies out of a given area, or to prevent enemies from emerging from cover.

Prerequisite: Energy Weapons +3

Effects: You define an empty cone (a doorway, the open air above an enemy position, the clear space between you, etc.) with a 30 degree arc and fire into it repeatedly, against a TN of 10 plus or minus any range or other applicable modifiers. Empty space gets no "cover" modifier, of course, even if you are using covering fire to prevent an enemy from leaving cover.

For each 10 degrees of arc covered, you must fire once every round and expend the needed charges; a 30-degree cone of Light Stun covering fire expends 3 charges per round, for example, while a 60-degree cone of Heavy Stun covering fire expends 18 charges per round. If you succeed in your Energy Weapons test to establish the covering fire cone, any enemy entering that cone (including partially leaving cover to fire) will be hit by one shot, and sustain damage as normal. You may maintain covering fire without making further combat tests as long as you have sufficient charges left in your weapon. Opponents can dodge covering fire at –5 to their Quickness test (–10 if the covering fire test was an extraordinary success).

Upgrade: For each level of upgrade, you may expand the degree of arc of a Covering Fire cone by 15 more degrees, to a maximum of 90.

Double Fire

The trigger mechanisms of phasers and other energy weapons generally require firm pressure to activate; skilled phaser users, however, have learned how to "double tap" the trigger to fire two shots in the time one would normally take, at the cost of some accuracy.

Prerequisite: Energy Weapons +5

Effects: You can use a single Energy Weapons test to fire two shots in one combat action with any weapon in which you have a specialty. You make that test at +3 TN, and both shots must be fired at the same target. Double fire can only be used with the standard beam setting.

Upgrade: You may use double fire on two targets within 3 meters of each other.

Get the Drop

Starfleet officers are trained in nonviolent conflict resolution. Often, the easiest way to get an enemy talking, however, is to hold a phaser on him.

Prerequisite: Energy Weapons +3 or Quick Draw.

Effects: You draw and level your weapon at your opponent (taking 1 action, unless you possess the Quick Draw edge), and without firing make an immediate Energy Weapon combat test (a free action) as if you were shooting him. If your test succeeds, you have the drop on your target, who will likely realize the situation, and hopefully react reasonably. You keep the drop on him until you either fire for real, make another attack, dodge, or otherwise divert your attention. (Walking a few paces, pulling out a communicator, etc. are allowable actions while keeping the drop on someone.) If you keep the drop on a target for 1 round, you can then fire at him at any time as a free action, using the result of your Energy Weapon test. If you are distracted briefly (a loud noise, a flashing light), your opponent may attempt to dodge out of the drop, but must subtract your Perception modifier from his dodge test result.

Snap Shot

A snap shot is a sudden shot from behind cover without exposing yourself to enemy fire. Only veterans of long training or combat can easily summon the fluid grace, quick reflexes, and calm needed for even partially accurate snap shooting.

Prerequisite: Energy Weapons +4

Effects: You may fire from behind total cover without exposing yourself long enough for an enemy to fire at you. This is a normal Energy Weapon test at +5 TN, and takes only 1 combat action. You cannot combine aiming with a snap shot. Making a snap shot into covering fire is at +8 TN.

To hit an enemy who is using snap shots, you must spend 1 round aiming at where the snap shooter is likely to pop up. Unlike normal aiming, this aim period does not lower the TN of the shot. Then, you must defeat the snap shooter in an opposed Quickness reaction test to successfully target and fire at him, otherwise, you waste a shot into his cover.

Upgrade: Snap shots are now made at +3 TN, and snap shots into covering fire are at +5 TN.

Heavy Weapons

This skill in the Ranged Combat skill group covers the use of artillery from photon mortars to computer-controlled phaser howitzers. Most Starfleet heavy weapons deployed onto planets have conventional shipboard-style control screens, allowing them to be fired with a System Operation (Weapons) or (Tactical) skill test with at most a +5 TN modifier for unfamiliarity; Starfleet has many more tactical officers than artillerists on any given ship. However, specific Heavy Weapons skills have proven useful from brushfire combats against Nausicaan pirates to the Dominion War, and some weapons officers cross-train in them against just such eventualities. **Sample Specialties:** Photon Mortar, Phaser Cannon, Ballistic Missile Launcher.

Space Science

Space Science (Astrogation) is the specialty that covers plotting a course through interstellar space. This differs from System Operation (Flight Control), which involves steering the ship, taking evasive action, and so forth, although flight control officers can use automated systems in the conn (or helm) to plot a course if need be (at difficulty levels +5 TN higher than using Space Science (Astrogation)). Thanks to Starfleet's excellent system of star charts, inertial navigation beacons and buoys, chronometric relays and subspace radio transmitters, using the flight control station for astrogation is fairly simple. However, there's often no substitute for doing it yourself. The difficulty depends on the availability and type of "landmarks" in detection range:

Simple (TN 5): Full array of Starfleet markers and buoys; "normal space." Laying in almost any course inside Federation space requires only a simple test.

Routine (TN 10): Bright stars in known space (Rigel, Archanis, Canopus) detectable. This is the general situation in the rimward halves of the Alpha and Beta Quadrants, although the far edges of both might be considered "unmapped" as below.

Challenging (TN 15): An unmapped stretch of space; within an obscuring nebula, dark-matter region, or plasma field. (This is separate from any actual sensor degradation; see Ship Hazards on pages 230–233 of the *Star Trek RPG Narrator's Guide*).

Difficult (TN 20): Tholian interphase, folded subspace, wormhole space.

Virtually Impossible (TN 25): Outside the Galaxy, chaotic space, fluidic space, in another dimension entirely.

This is the difficulty to find your current location; to plot a course between points, you use the more difficult end of the journey as the TN. Plotting a course from Earth to the Tholian interphase is a TN 20 task; so is plotting a course from the Tholian interphase to Earth.

Affinities: System Operation (Flight Control) and Space Science (Stellar Cartography) provide a +1 affinity bonus to Space Science (Astrogation) tests.

Action Time: Variable minutes

Extended Tests: Yes

Survival

This skill includes land or water navigation such as orienteering, compass-and-map course plotting, and navigating by the stars. The difficulty of a Survival test for navigation depends on the amount of distance to cover:

Simple (TN 5): 10 kilometers or less.

Routine (TN 10): 11–100 kilometers.

Challenging (TN 15): 101–1,000 kilometers.

Difficult (TN 20): 1,000–10,000 kilometers.

Virtually Impossible (TN 25): Planetary circumnavigations; 10,001 kilometers or more.

Additional Modifiers: Basic, standard-issue tricorders add +5 to Survival skill tests for navigation; tricorders pre-programmed with a complete planetary database for the world on which you are navigating add +10 to Survival skill. A compass and sextant count as "adequate" tools (+0 TN); Survival skill includes means of manufacturing or jury-rigging these tools. Weather and visibility may affect navigation tests.

Affinity: Space Science (Astrogation or Stellar Cartography) grants a +1 affinity to Survival tests to navigate by the stars.

Action Time: Ideally, you correct course every night; shooting the stars takes variable minutes depending on weather and light conditions.

Extended Test: Yes

System Operation

This skill is perhaps the single most important skill for any Starfleet officer. With it, every system on a starship is open to you; without it, you might as well be flying an old-style atomic DY-100 sleeper ship. The many specialties of the System Operation skill allow officers to perform a lot of different tasks.

Many System Operations specialties overlap each others' functions. Determining which specialty is the precisely correct one for a given task is up to your Narrator. However, given the reality both of redundant systems design and rigorous cross-training, the difference between System Operation (Tactical) and System Operation (Weapons) should not be too great, especially since the presence or absence of any given specialty is only a matter of +2 to a skill to begin with. Closely allied specialties such as Mission Ops and Operations Manager, Deflector (which covers both the tactical and navigational deflectors) and Shields (which only covers the tactical deflector), Tactical and Weapons, Environmental Control and Life Support, and so forth should all be considered to grant affinities or to be performed at +1 rather than no bonus. For example, running an internal security scan is a System Operation (Security) test, but a tactical officer with System Operation (Tactical) should be able to take a +1 to skill.

System Operation (Communications)

This specialty allows triangulation of incoming messages to determine the distance and direction of the sender; the difficulty depends on the clarity and strength of the message.

Simple (TN 5): Pulsar or navigational beacon.

Routine (TN 10): Standard clear communication, "mayday" signal.

Challenging (TN 15): Coded or scrambled transmission.

Difficult (TN 20): Tight-beam or burst transmission.

Virtually Impossible (TN 25): Pinpoint transmission bounced off redirecting object.

This test is also possible with System Operation (Sensors) at +5 TN, using the electromagnetic sensors to detect the incoming signal. Picking a given signal out of heavy background noise will add to the TN; a world's worth of communications interference adds +3 to the TN; clusters, ion storms, and nebulae affect triangulation tests as they do other Sensors tests (see *Ship Hazards* in the *Star Trek RPG Narrator's Guide*, on pages 230–233).

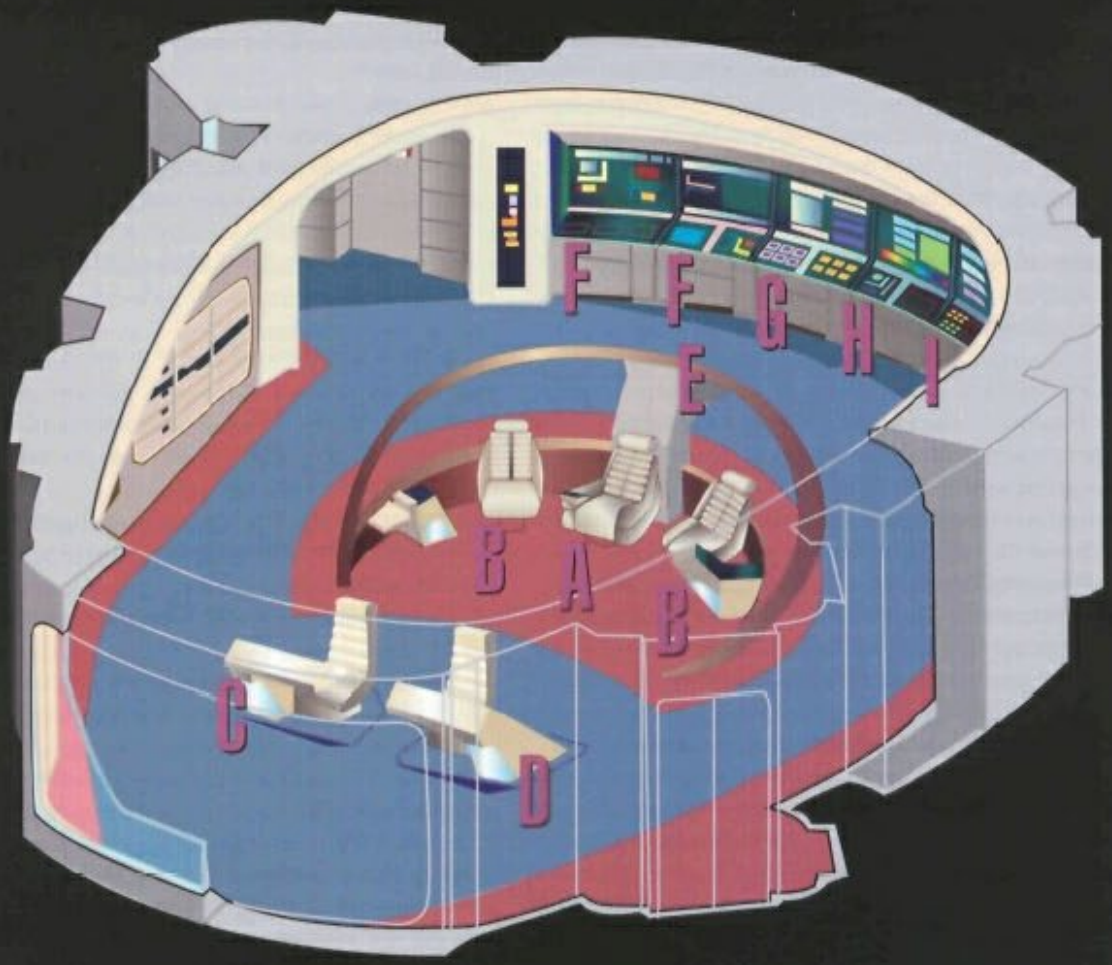
System Operation (Flight Control)

This specialty (or, in the 23rd century, System Operation (Helm)) is used to pilot all small modern vehicles from shuttlecraft to ground-cars. (For premod-

BRIDGE CREW AND LAYOUT

BRIDGE CREW AND LAYOUT

For a sense of which bridge stations correspond to which System Operation tests (and thus which Crew members), the following diagram indicates the standard setup on the Galaxy-class explorer. This can also be assumed to be the general pattern on any mid-24th century ship design, where needed. After the introduction of ODN control panels in the early 24th century, any ship panel can be reconfigured to serve as any other ship panel, with a System Operation test at TN 5. System architecture on 23rd-century starships is less flexible, but surprisingly redundant. Accessing a different system through a dedicated interface (running engineering from the science station, for example) gives a +5 TN modifier to the System Operation test. Both tests gain a +1 affinity bonus from Computer Use.



SUMMARY • 102269

A: CAPTAIN'S CHAIR

Contains simplified Ops (mission ops and operations manager) and Conn controls in the arm rests (+5 TN to System Operation to use those specialties from the captain's chair).

B: EXECUTIVE OFFICERS

On many ships, the first officer and the science officer, or the first officer and the ship's counselor, occupy these two seats. The panels below them are fully configurable, but usually only hold library-computer interfaces.

C: CONN

The main station for navigation (setting the course) and flight control (steering the ship); Space Science (Astrogation) and System Operation (Flight Control) tests are usually made here.

D: OPS

The station for the operations manager, who directs and allocates ship resources. System Operation (Operations Manager) and System Operation (Mission Ops) are both default applications of this station. From this station, an engineer can transfer power (see page 99 of the Star Trek RPG Narrator's Guide), or an operations manager can do so at +5 TN with a System Operation (Operations Manager) or (Mission Ops) test. Ships that combine operations manager and science officer usually dual-purpose this station as the basic science station. Operations managers usually serve as communications officers on 24th-century ships; Systems Operation (Communications) tests can be made at this station in default mode, too.

E: TACTICAL

This station contains simplified panels along the outer edges for other shipboard functions, but the center panels support System Operation tests for the Tactical, Deflector, Weapons, and Security specialties. Some bridges maintain a separate Security panel in the aft section, and place a Communications station here.

F: SCIENCE I AND II

The two stations at aft starboard from the tactical station normally hold the main science displays. All Space Science and System Operation (Sensors) tests can be made from these stations, and they normally support the most sophisticated computer interface on the ship, as they sit right over the main bridge node for the ODN system. Computer Use tests made at these stations are at +1 to skill.

G: MISSION OPS

Located almost directly aft of the main tactical station, Mission Ops serves as a coordination station for specific mission requirements. Usual configurations support System Operation tests for Operations Manager, Communications, and Sensors in addition to the Mission Ops specialty. Tests to control any other station from the Mission Ops board are only made at +3 to TN rather than +5, and do not require reconfiguration.

H: ENVIRONMENT

This station is seldom manned, except on multispecies ships or ships with very specific life support or internal environment needs. If the ship supports an environmental systems officer, this is her station; it remains configured for System Operation (Environmental Control) or (Life Support) tests.

I: ENGINEERING

This station serves as a "mirror" station to the chief engineer's post in the engineering section of the ship. Engineers based here can perform any System Engineering test at no penalties, and most Propulsion Engineering tests including transferring power or pushing the engines (both on page 99 of the Star Trek RPG Narrator's Guide). Repairs must usually take place in engineering, however; individual ships sometimes require an engineer (occasionally even the chief engineer) to man the engineering station on the bridge during red alert situations.

ern vehicles, see the Operate Vehicle skill group, on page 32 below.) ODN controls are fully standardized throughout the Federation, and any culture with industrial replicators finds itself similarly standardizing its own control systems, for efficiency's sake. Difficulty depends on the complexity of the vehicle.

Simple (TN 5): Rail-mounted vehicle.

Routine (TN 10): Hovercraft, gravcar, or water vehicle.

Challenging (TN 15): Submersible, groundcar, aircraft, or shuttlecraft.

Difficult (TN 20): High-performance fighter craft.

Virtually Impossible (TN 25): Experimental, computer-trimmed, multi-vector craft.

Additional Modifiers: See the writeup under Operate Vehicle, page 32 below. Bad, unfamiliar, or balky design can also affect difficulty. As a general rule of thumb, add another +3 to the TN for every "extra" maneuver besides traveling in a straight line: speeding up and pulling into a loop would be +6 to the TN, for example. Without such maneuverings, tests are only necessary when starting the vehicle; landing an air vehicle also requires a test.

Action Time: Full-round while vehicle is in motion, unless computer autopilot system (present on most modern vehicles) is engaged

Extended Test: Not usually

Modifiers: Starship systems can be controlled by voice, and voice-controlled systems can be operated subvocally by trained personnel. Subvocal operation of ships' systems is at +2 TN with earpiece transceivers or other subvocal equipment; +5 TN using only the control panel's directional pickups.

Unarmed Combat

Within this skill group, you may pick skills representing individual styles of combat. Most of these styles allow access to key traits, similar to those for Armed Combat schools (see page 19). Some key traits require the prior selection of other key traits. Unless specifically noted, you may not use two key traits for the same attack test. Key traits cost two advancement picks each, just like regular traits.

It is important to remember that without use of a key trait, no attack made with a given unarmed combat style has a different *rules* effect; a karate chop and a right cross both do 1d3 points plus the attacker's Str modifier of damage, although they look very different.

Aikijutsu

The combat form of the sport art aikido, aikijutsu (like aikido) was invented in the 1920s by Morihei Uyeshiba in the country of Japan on Earth. Its emphasis on balance, calm, and the redirection of opponents' force has made it popular with many Starfleet officers, especially Betazoids, Centaurans, and Grazerites.

Nikyo

The "wrist turn" lets you parry your enemy's strike by pivoting on his wrist, moving him completely out of line to attack you.

Prerequisite: Aikijutsu +3

Effects: After a successful block test against a punch, you may add half your margin of success (rounded up) to your Defense against that same enemy's next attack.

Upgrade: You may add the other half of your margin of success to your next attack against that same enemy.

Yonkyo

The "wrist pin" lets you immobilize an enemy's wrist and, if need be, break it.

Prerequisite: Aikijutsu +4, Nikyo

Effects: After a successful block test against a punch, you may immobilize your enemy's limb as in a grapple (box, below). His attempt to free himself is at –3 to the test result, as are all his other attacks.

Upgrade: You may use an opponent's attempts to free himself from the wrist pin to cause him damage; if you choose, he takes half his escape roll in damage (rounded down) from a broken wrist. For example, if Lieutenant Barad has wrist-pinned Gul Ekar, and Gul

GRAPPLE

This attack action can be attempted by any character in close combat; it is an action, not a key trait or skill. Carry out the Unarmed Combat attack as normal; if successful, you have grabbed your opponent. To move or attack, he must first defeat you in an opposed Strength attribute test; although this is a free action, it can only be attempted once per round. Once grappled, you may then attempt to slam your opponent into something; this requires 1 action and success at an opposed Agility test. If successful, your opponent takes 1d3 damage (plus any additional damage from being slammed into spikes or glowing coals, etc.). To move or attack otherwise, you must first let your opponent go. Grapple attacks can be dodged or parried.

Ekar rolls a 9 (a 7 on 2d6 and Ekar's +2 Str modifier) on his opposed Strength test to escape the pin, Lieutenant Barad can choose to cause 4 points of damage (half of 9 rounded down) to Gul Ekar regardless of whether Gul Ekar escapes or not. (And remember, Gul Ekar's final Strength test result is a 6, since his attempts to free himself are at –3 to the test result.)

Aiki Otoshi

The "reverse hip throw" essentially rolls your opponent past you and onto the ground, using his attack as momentum and your hip as the fulcrum.

Prerequisite: Aikijutsu +5

Effects: After a successful dodge or block, you can immediately attempt a grapple (box, page 28) against that opponent as a free action. If successful, you can throw him to the ground, doing 1d6+1 points of damage (1d6+3 on a superior success and 1d6+5 on an extraordinary success) and leaving him supine.

Upgrade: Your grapple attempt for an aiki otoshi throw is at +3 to skill.

Maai

A concept translated as the "combat interval," knowledge of maai gives you precise judgement of an enemy's location and hence, his potential for harm.

Prerequisite: Aikijutsu +8

Effects: You may add your Perception modifier to your Defense when dodging.

Upgrade: You may add double your Perception modifier to your Defense when dodging.

Boxing

The "sweet science" of pugilism goes back to ancient Roman times on Earth, but only attained formalized status in the middle of the 19th century. It combines footwork and tactical movement with punishing punches to the head and body. Earth boxing has many similarities with Andorian *kharakom* and Klingon *qEl'qrA* (or "smash-fist"). Boxing is based on Strength, not Agility.

Cross

A punch across your opponent's body; it interferes with his aim if done properly and forces him out of position.

Prerequisite: Boxing +2

Effects: A successful punch does +1 damage and adds +1 to your next block attempt against this opponent.

Upgrade: A successful punch does +2 damage and adds +2 to your next block attempt against this opponent.

Jab

A short, fast punch intended to set an opponent up for a followup blow.

Prerequisite: Boxing +3

Effects: A successful punch does half damage, but you may add +3 to Boxing skill on your next attack against this opponent.

Upgrade: You may make two jabs (making two Boxing tests) in only 1 combat action. If both hit, they add a cumulative +6 to Boxing skill on your next attack.

Hook

An arcing punch ideally made from outside the opponent's peripheral vision.

Prerequisite: Boxing +4

Effects: A hook attempt made after a successful dodge test is at +3 to skill. Any successful hook adds +2 to damage.

Upgrade: Add +1 to both bonuses above. You may select this upgrade twice.

Uppercut

A powerful, savage punch into the jaw or body of an opponent.

Prerequisite: Boxing +5

Effects: A successful uppercut does +2 damage and forces an opponent to make a Stamina reaction test against Light Stun (TN 9; see Table A.14 on page 251 of the *Star Trek RPG Player's Guide*) or be stunned for a number of rounds equal to your Strength modifier +1.

Upgrade: A successful uppercut does +3 damage and forces a test against Medium Stun (TN 12); a further upgrade increases the damage bonus to +4 and the stun difficulty to Heavy Stun (TN 15).

Brawling

A loose style of fighting evolved from decades of barroom brawls in space stations across the quadrant, it was an unofficial form of martial art in Starfleet through the early 24th century. Easier to practice without holographic sparring rooms or specialized trainers, the rough-and-tumble Starfleet of the 22nd and 23rd centuries depended on it. Brawling is based on Strength, not Agility.

Roundhouse Punch

You swing your entire body into a big, slow, devastating punch.

Prerequisite: Brawling +2

Effects: A roundhouse punch, if successful, does double damage. However, you lose the initiative for this round and the next round (if you have it), and opponents are at +2 to skill in block or dodge tests against the roundhouse punch.

Upgrade: Following a successful roundhouse punch, your opponent suffers a skill test penalty one Wound Level lower than his actual Wound Level for the next 1d3 rounds; a Dazed opponent gets penalized as if he were Injured, etc.

Hammer Blow

You lace your fingers together to form one large "fist" and use it to smash or strike your opponent. Amazingly, your fingers remain unbroken.

Prerequisite: Brawling +3

Effects: A successful hammer blow adds a +2 bonus to damage.

Upgrade: Each upgrade adds a further +1 to damage; you may upgrade this trait three times.

Flying Tackle

You leap onto your opponent, bearing him down to the ground with a resounding crash.

Prerequisite: Brawling +4, Agility 5+

Effects: The flying tackle is the equivalent of a charge (see *Star Trek RPG Player's Guide* page 248), but may be made from 2 to 5 meters away. Additionally, the TN for your enemy to resist being knocked to the ground is your Strength +4.

Upgrade: The flying tackle does not lower your Defense, and only takes 1 combat action.

Hatchet Chop

You strike your opponent from behind in the neck area with the edge of your flattened palm.

Prerequisite: Brawling +6

Effects: You do damage as normal, and force your opponent to make a Stamina reaction test against Light Stun (TN 9; see Table A.14 on page 251 of the *Star Trek RPG Player's Guide*) or be stunned for a number of rounds equal to your Strength modifier +1.

Upgrade: Successive upgrades force tests against Medium and Heavy Stun (as described in Table A.14 on page 251 of the *Star Trek RPG Player's Guide*).

Flying Smash

You leap into your opponent, striking him with your legs or hips and knocking him to the ground.

Prerequisite: Brawling +8, Agility 5+

Effects: A successful flying smash does 1d6 plus your Strength modifier damage and knocks your opponent to the ground. You also fall to the ground unless you succeed at a Gymnastics (Tumble) test against TN 12.

Upgrade: Your flying smash does 2d3 +Str modifier damage.

Ponn-ifla

The Vulcan warrior-poet Ladok created this "eye of the storm" style in the 1600s. Its central tenet is resistance and moderation; the goal of a *ponn-ifla* master is to "transform a fight into a poem, and a poem into a meditation." Offensive moves in ponn-ifla should be "mere flickers." *Ponn-ifla* is the most popular Vulcan martial art, and modern schools borrow some moves from other Vulcan arts.

Kroika

This "stop block" is the central technique of *ponn-ifla*. You deflect an opponent's fist downward and put him off balance.

Prerequisite: *Ponn-ifla* +2

Effects: Make a block test as normal. You may subtract your Agility modifier from the damage even if your block test fails. If your block test succeeds, you gain the initiative next round, and your opponent is at –3 to skill on his next attack.

Upgrade: Your opponent is at –5 to skill on his next attack after your successful block.

Taroon

This technique uses your opponent's attack to create an opening for the nerve pinch.

Prerequisite: *Ponn-ifla* +4, Nerve Pinch ability

Effects: Following a successful block test, you may choose to take the damage from your opponent's attack anyway. If so, you may make an immediate nerve pinch attack (see page 49 of the *Star Trek RPG Player's Guide*) as a free action and at the standard –5 nerve pinch skill test penalty.

Upgrade: As above, but you may make an immediate nerve pinch attack with no skill test penalty.

Ponn-k'sin

This leg sweep is borrowed from the "harder" Vulcan martial art of *kareel-ifla*, but has been modified by *ponn-ifla* masters over the years into its present form.

Prerequisite: *Ponn-ifla* +6

Effects: A successful attack does 1d3+Str modifier damage, and allows an immediate takedown attempt as a free action; your opponent must make a Quickness reaction test (TN = your Agility +2) or fall

prone to the ground. A *ponn-k'sin* test may only be attempted on a moving opponent.

Upgrade: The takedown is automatic. With a second upgrade, you may use your leg on your opponent's limb or spine to immobilize him on the ground as with a grapple (box, page 28).

Narilk

Many *narilk* techniques exist, but they all depend on joint locks and counterpressure.

Prerequisite: *Ponn-ifla* +8

Effects: After a successful block test against any unarmed attack, you may immobilize your enemy's limb as in a grapple (box, page 28). You may make one immediate attack on him as a free action, at a +3 bonus to skill.

Upgrade: You may do 1d6+Str modifier damage and break your opponent's limb by succeeding in an opposed Strength attribute test against him the next round after grappling him. This is a free action, but can only be attempted once per round.

Starfleet Self-Defense

This is the official martial art taught in unarmed combat class at Starfleet Academy, based loosely on old Earth karate and jujitsu with additional moves from other species' striking arts. Many cadets learn it, but wind up adapting its moves to their own favored martial art or into old-school spacer brawling. It is undeniably effective, but the generic nature of an art drawn from tens of worlds means that other, more glamorous, styles remain popular on starships across the Federation.

Point Strike

This carefully-calibrated blow aims at vulnerable spots for maximum effect. Starfleet teaches hand, foot, elbow, knee, thumb, and palm point strikes.

Prerequisite: Starfleet Self-Defense +2

Effects: This strike can only be made after an aim action. It is made at +2 to skill (rather than the normal +1 from an aim action), and does 4+Str modifier damage (with a further +2 on a superior success and +4 on an extraordinary success).

Upgrade: The strike is made at a further +1 to skill. This upgrade can be taken three times.

Throw

This is the basic Earth judo throw, slightly modified.

Prerequisite: Starfleet Self-Defense +3

Effects: With a successful attack test, you may throw your enemy to the ground, doing normal unarmed combat damage.

Upgrade: You gain a +2 bonus to skill if performing this test immediately after a successful block or dodge against the same opponent.

Disarm

Starfleet self-defense attaches great importance to successfully disarming an opponent, and calibrates many blows and holds to that end.

Prerequisite: Starfleet Self-Defense +5

Effects: After you succeed in any attack test (punch, kick, grapple, throw, etc.) against an armed opponent, he must make a Strength attribute test (TN = your Starfleet Self-Defense result) or drop his weapon.

Upgrade: The TN of your opponent's Strength attribute test is increased by +2. You may take this upgrade three times.

Choke Hold

Even if you're not a Vulcan, you may still want a way to silently reduce enemies to unconsciousness.

Prerequisite: Starfleet Self-Defense +6

Effects: Immediately after a successful grapple attack (box, page 28), your opponent must make a Stamina reaction test (TN = your Strength) or go unconscious. He must succeed in this test before attempting to break the grapple. At the beginning of each round that he stays grappled, the TN increases by 3, and he must repeat the Stamina test. This lasts until you break the hold, he breaks the grapple, or he goes unconscious. While holding your opponent, you can perform no other actions except speaking. If you make a choke hold attack from any angle other than from behind, your initial grapple test is at +5 to TN.

Upgrade: Each round, the TN increases by 3 + your Strength modifier.

NEW SKILL GROUP

The following skill group is a new addition to the skills list in the *Star Trek RPG Player's Guide*. At the Narrator's discretion, characters who grew up on either lower-tech worlds (below Tech Level 7) or on worlds with a strong tradition of primitive or archaic vehicle use may take skills from this group during the Personal Development phase.

OPERATE VEHICLE (INT)

Physical; Trained

While deployed on alien worlds, it is not always possible to keep your own shuttlecraft handy, or to depend on your ship to beam you from place to place. Quite often, you need to hitch a ride on—or occasionally unofficially borrow—a local vehicle to break up that Romulan spy ring or bring the vaccine to the remote island on time. Skills within this group represent your ability to operate, pilot, and use the instruments (if any) of a vehicle that does not make use of standard Starfleet technology. Other vehicles fall under other skill areas. For 23rd- and 24th-century vehicles, see System Operation (Flight Control), above. Non-powered, individual vehicles (gliders, kayaks, bicycles) fall under the Athletics skill as the appropriate specialty (Gliding, Kayaking, Bicycling). Only the Envoy and Explorer may take Operate Vehicle skills as professional skills at character creation.

OPERATE VEHICLE SKILLS

ARCHAIC AIRCRAFT: You can pilot motorized aircraft of any sort up to the atomic turbine-powered aircraft of Tech Level 6 (roughly mid-21st century on Earth). Officers with the Flight Control Officer professional ability Atmospheric Craft may use this skill untrained at no penalty; each upgrade grants +2 skill levels in this skill. **Sample Specialties:** Propeller Planes, Ornithopters, Dirigibles, Fighter Jets, Jet Airliners, Rocket-Planes, Helicopters.

ARCHAIC MOTORCRAFT: You can drive or pilot motorized planetary-surface craft of any sort up to the nuclear submarines and fuel-cell hovertanks of Tech Level 6. This skill covers both powered groundcraft and powered watercraft. **Sample Specialties:** Racing Groundcars, Steam Locomotives, Paddleboats, Tanks, Hydrofoils, Motorcycles.

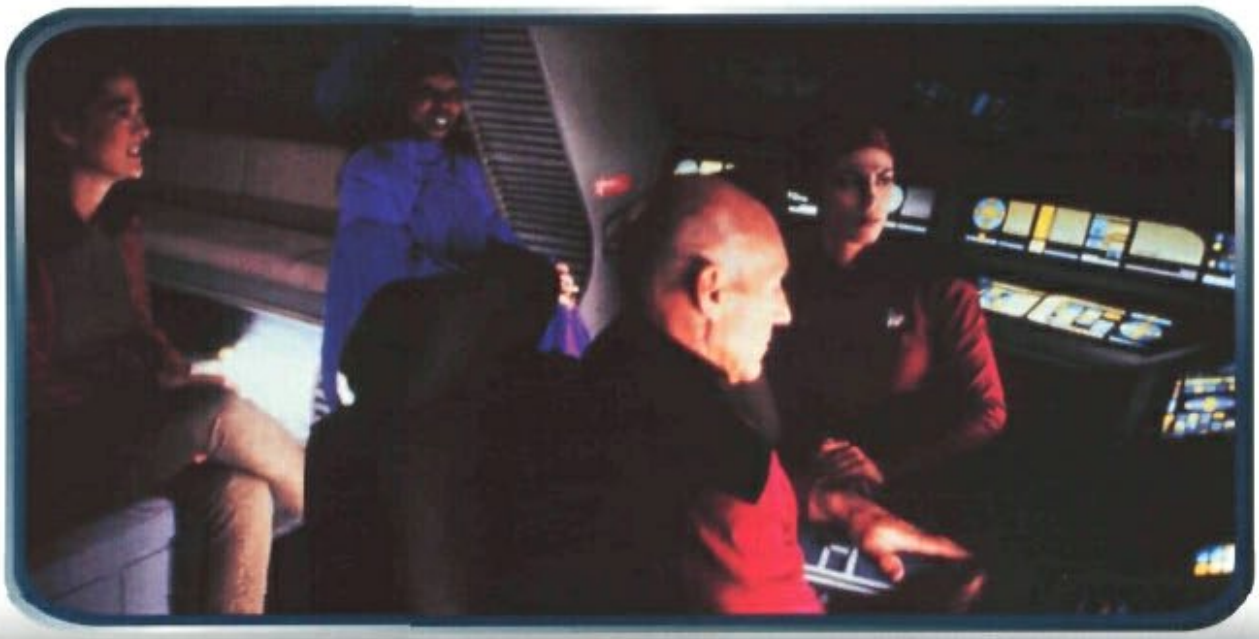
SAILCRAFT: You can pilot any craft driven by wind up to the solar-sail ships or computer-trimmed yachts of Tech Level 6. **Sample Specialties:** Lateen Craft, Multi-Masted Sailing Ships, Catamarans, Balloons, Iceboats, Vulcan Sandsails.

TEAMSTER: You can drive any animal-drawn vehicle. **Sample Specialties:** Berengarian Dragon-flyer, Chariot, Horse-drawn Carriage, Oxcart, Zaldan Sealsled.

OTHER SKILLS: Incredibly complex vehicles, modern vehicles without modern control systems, and other special cases become individual skills under the Operate Vehicle skill group.

TEST: To take off or land in an aircraft, make an Archaic Aircraft test. With all other vehicles, a single test is needed to get where you are trying to go, assuming the vehicle's range and speed permit it. For particularly long or hazardous voyages (such as a lengthy sailing trip, or a global circumnavigation in a propeller craft), the Narrator may require an extended test instead. Vehicle chases can be handled as a series of opposed tests.

The base difficulty of an Operate Vehicle test depends on the complexity of the vehicle involved. Very complex vehicles, such as 20th-century Earth jetliners or Berengarian dragon-flyers, require high levels of skill for competent handling.



Simple (TN 5): Computer-assisted 21st-century Earth groundcars; well-trained horse and cart; ballooning in the direction of the wind.

Routine (TN 10): Dirigibles; steam locomotives; single-masted sailing ships; late 20th-century Earth groundcars; most powered watercraft; most vehicles drawn by well-trained animals.

Challenging (TN 15): Hydrofoils; propeller aircraft; early 20th-century Earth groundcars; chariots; multi-masted sailing ships; flight vests.

Difficult (TN 20): Helicopters; solar-sail spacecraft; computer-assisted 21st-century Earth jet aircraft; rocket boots.

Virtually Impossible (TN 25): 20th-century Earth jet aircraft; Berengarian dragon-flyers; Vulcan sandsails.

Additional Modifiers: Be sure to take into account the physical test TN modifiers for unfamiliar tools. As a rule of thumb, a vehicle 2–3 TLs away from your home era (or your specialty, whichever is closer) adds +5 TN, one 4 or more TLs away adds +10. "Pushing" your vehicle's capacity also adds difficulty; a light canvas propeller plane will be harder to push into a high-speed Immelmann turn than a titanium-alloy fighter jet. Many vehicles suffer environmental degradation in rain, high wind, storms, etc.; the physical test modifiers for visibility, lighting, and temperature may well come into play.

Affinity: Vehicle Operation adds a +1 affinity to Repair, Construct, or Engineering tests concerning the relevant vehicle. Piloting an aircraft or watercraft gains a +1 affinity from Survival in the relevant environment.

Action Time: Variable, depending on vehicle speed and other considerations.

Extended Test: Potentially, but not as the default assumption

TRAITS

The following two edges may be bought only during character creation.

Famous Ship

In your previous career, you have served on a famous ship such as the *U.S.S. Enterprise*. (The fleet data section of the ship writeups provide some famous ships as examples.) Some of that ship's fame has "rubbed off" on you.

Effects: You gain +1 to your Renown. Those who have an unfavorable view of your prior ship (Federation diplomats, Klingon admirals, etc.) may react negatively toward you, of course.

Upgrade: You may not upgrade this edge for your former ship, but you may upgrade your current ship's fame. See "Famous Ships In Play" (box, this page).

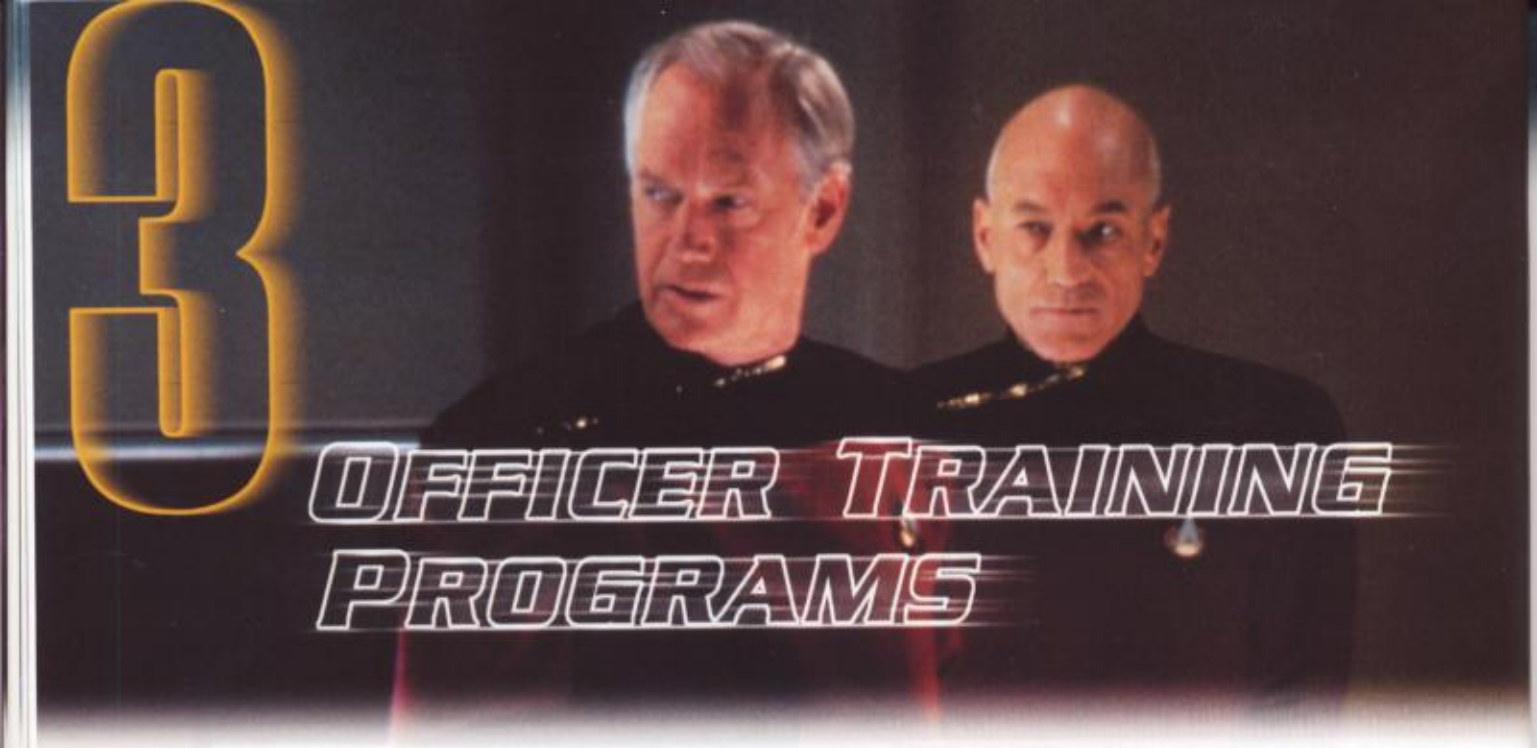
FAMOUS SHIPS IN PLAY

Any player can assign her character's Renown award, or the purchase of a Famous Event edge or Renown advancement, to her ship instead of herself. In series where the ship possesses Renown, the Narrator may also assign Renown awards to the ship in general rather than any specific Crew member. An officer can then use the ship's Renown instead of her own in social tests involving the ship (Influence (Intimidate) tests against Nausicaan pirates, Negotiate (Mediate) tests against interplanetary rivals, Persuade (Oratory) tests to convince a suspicious Romulan captain to aid in a rescue mission). At the Narrator's discretion, the officer might be able to add her own Renown modifier to the ship's, where the two synergize each other ("This is Captain Kirk, commanding the *Starship Enterprise* . . ."). For example, if Commander Solek (Renown 7) is trying to get a vital spare part for the U.S.S. *Appalachia* (Renown 12) from a Ferengi shipyard, he could add his own Renown modifier (+1) to the *Appalachia's* (+2) for the Ferengi's Intellect (or Business (Starship Repair)) test. If the Crew leaves the ship for another base, they may each take a Renown bonus equal to the ship's Renown modifier or, if the Narrator prefers to minimize their connection, may simply each take the Famous Ship edge (again, if need be).

Famous Fleet

You served with a famous fleet during a major fleet action of some sort, such as the successful evacuation of a planet or a decisive battle of the Dominion War.

Effects: You gain +1 to your Renown in general, and a further +2 bonus to any Renown tests against members of that same fleet. Fleets are too large and amorphous for individual actions to affect their overall Renown, so Crew members may continue to serve in famous fleets during the series with no further effect on their Renown. In such series, those players who do not purchase this edge should assume their characters "missed the action" for some reason.



3 OFFICER TRAINING PROGRAMS

A Starfleet officer never stops improving himself, honing his abilities for the good of his ship and his service. This section adds more variety to the professional abilities already available to starship officers, adds some tailored advancement packages, and provides optional rules governing promotion and advancement in rank.

ADDITIONAL PROFESSIONAL ABILITIES

The professional abilities given in the *Star Trek RPG Player's Guide* are only some of the many and varied ways in which Starfleet officers work to fulfill their potential. Others follow here. At the Narrator's discretion, some of these professional abilities may apply to starship officers of other nations such as the Romulan Star Navy, the Klingon Defense Force, etc.

STARSHIP OFFICER

Any Starfleet officer may select these professional abilities, provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

▷ **Familiar Systems:** After spending long enough working on Starfleet computers, their idiosyncrasies become second nature. A Starfleet officer can perform a Computer Use test on a Starfleet computer in half the base action time.

▷ **Get Your Hands Dirty:** Even non-engineers often know their way around a blown circuit panel or a decoupled phase inverter. When making a Repair test on any piece of equipment on their own starship, a Starfleet officer can add +2 to the test result.

▷ **Not So Strange:** Starfleet officers have studied a lot of worlds at the Academy, or visited them on cruises before. When making a Specific World test for any world, the Starfleet officer gains an affinity bonus equal to half his Planetary Science skill level, rounding up.

▷ **Spirit of the Fleet:** Starfleet officers have the never-say-die tradition of Pike, Kirk, and Garrett behind them. (Or, in some 23rd-century series, ahead of them.) Once per game session, a Starfleet officer can reroll one Willpower reaction test, and use the better of the two results.

Tier 2 Professional Abilities

▷ **Infinite Diversity:** Starfleet is the most multi-cultural environment in the known galaxy, and Starfleet officers have met still more species on missions of diplomacy and exploration,

and learned about still others at the Academy. They may use half their Intellect modifier as an additional bonus for any social test dealing with members of another species. **Prerequisite:** History 6+, Presence 6+, or Rounded.

▷ **We Come In Peace:** Starfleet officers are trained in non-violent conflict resolution, and firmly believe in giving peace a chance. This sincerity impresses others. In Influence, Negotiate, and Persuade tests, Starfleet officers can reduce interaction stance penalties by half (rounding down); for example swaying a hostile/violent crowd would thus only be at –5 to TN. **Prerequisite:** Presence 6+.

▷ **Well-Briefed:** Starfleet officers get full and complete downloads about any planet they visit in the course of a mission. After any mission on a planet lasting four days (or one episode, whichever is shorter), a Starfleet officer gains an additional specialty in that planet for the skill Specific World. **Prerequisite:** Infinite Diversity or Not So Strange.

▷ **Will to Survive:** Starfleet officers don't believe in hostile planets, only unprepared away teams. Thus, they stay fit with exercises, workouts, and holo-drills. When a Starfleet officer makes a Survival skill test on a planetary surface, she gains an affinity bonus equal to half her Athletics skill, rounded down. **Prerequisite:** Vitality 6+ or Spirit of the Fleet.

Starfleet Command Officer

Tier 1 Professional Abilities

▷ **Fighting Captain:** If the command officer commands or is acting as first officer during ship combat, the ship receives a +2 to all command maneuvers. This ability applies even if the command officer does not actually command the ship; he need only be in command on the bridge during the battle.

▷ **Thinks Like A Romulan:** Command officers study variants of classic battles, enemy ship doctrine, and countless wargame scenarios. In any situation (including combat), the command officer ignores all academic test penalties (for noise, distraction, life-threatening emergencies, time constraints, etc.) to his Tactics (Romulan) roll. This ability can be taken multiple times for multiple species (Borg, Klingon, Breen, Cardassian, etc.).

Tier 2 Professional Abilities

▷ **Dogfighter:** As the Flight Control Officer Tier 1 professional ability, if the command officer commands, is first officer, or mans the flight control station during ship combat. **Prerequisite:** System Operation (Flight Control) 6+ or Fighting Captain.

▷ **Fire Control Officer:** As the Operations Officer Tier professional 1 ability, if the command officer commands, is first officer, or mans the weapons during ship combat. **Prerequisite:** System Operation (Tactical) or (Weapons) 6+ or Fighting Captain.

Tier 3 Professional Ability

▷ **Anticipate Opposition:** Command officers must also be diplomats, and occasionally even politicians. As the Diplomat Tier 2 ability. **Prerequisite:** Starship/Starbase Protocol and Infinite Diversity.

Starfleet Flight Control Officer

Tier 1 Professional Abilities

▷ **Dogfighter:** With the flight control officer at the conn (or helm) during ship combat, the ship receives a +2 to all helm manuevers.

▷ **Hide In Plain Space:** Starfleet officers are taught to think of space as "home turf." The flight control officer can use every fold in subspace or comet trail to mask the ship's emissions. With the flight control officer at the conn (or helm), opponents' tests to spot the ship on sensors are at +2 TN.

▷ **Hot Hands:** It's all in the reflexes. When making a Quickness reaction test, the flight control officer rolls an extra die (3d6), but keeps the highest two dice . The rule for rolling double sixes still applies.

▷ **Natural Navigator:** There's the Medusans, and then there's you. When the flight control officer makes a Space Science (Astrogation) skill test, add +4 to the test result.

Tier 2 Professional Abilities

▷ **Surfing Space-Time:** The technical calculations of warp travel often allow more than one "ideal course" to a destination. By intuition or the highest math, the best flight control officers can shave time off a trip by setting the perfect course. The flight control officer can attempt a Space Science (Astrogation) test at TN 10+ the ship's maximum speed. (For example, for a ship with a maximum speed 8, the flight control officer makes the test at TN 18.) On a success, the ship arrives as if it had traveled at that maximum speed for the entire journey despite never passing sustainable warp. (This ability allows the flight control officer to mimic the effect of "pushing the engines" from page 99 of the *Star Trek RPG Narrator's Guide*, without actually pushing the engines.) **Prerequisite:** Space Science (Astrogation) 6+ or Natural Navigator.

▷ **You Call That A Storm?:** After ion storms, plasma flares, and subspace shockwaves, a little force 5 hurricane is nothing. When the flight control officer makes any skill test to operate a vehicle in atmosphere, ignore all penalties for weather or visibility. **Prerequisite:** Archaic Aircraft 3+, Hot Hands, or Atmospheric Craft.

Tier 3 Professional Ability

▷ **Wheelman:** A vehicle is a vehicle; the details are irrelevant. When the flight control officer makes any Operate Vehicle test, he gains an affinity bonus equal to half of his System Operation (Flight Control) skill level, rounding up. **Prerequisite:** Atmospheric Craft and System Engineering 6+.

Starfleet Engineer

Tier 1 Professional Abilities

▷ **Fix-it:** Engineers are always eager to tear apart anything remotely technological. Often, this teaches them how to put it back together. When acquiring Repair, the engineer learns all skill specialties.

▷ **24/7:** Starfleet engineers never let up in a crisis—a warp core breach doesn't take coffee breaks. Starfleet engineers gain a +5 bonus when making fatigue tests.

▷ **Pure Theory:** Engineers must learn the scientific basis of the technologies they design. They automatically gain one specialty of their choice upon acquiring the Physical Science skill. When performing any Physical Science skill test, they gain a +2 bonus to their dice roll.

Tier 2 Professional Abilities

▷ **Double Your Estimate:** Every once in a while, you need warp speed in three minutes or you're all dead. You can complete any Repair test in half the base action time. This includes extended tests, and the ship-system repairs on pages 122–123 of the *Star Trek RPG Narrator's Guide*. **Prerequisite:** Fix-it or Miracle Worker.

▷ **Solid Workmanship:** Measure twice, laser once. An engineer's repairs stay repaired, and patches stay patched. The reliability test for any emergency system repair is made at –5 TN. For example, a "patch" (from Table 7.14 on page 123 of the *Star Trek RPG Narrator's Guide*) has a TN 15 to stay fixed (as if it were a "bypass") rather than the given TN 20. **Prerequisite:** Fix-it, Repair 6+, or System Engineering 6+.

▷ **Theoretical Application:** Starfleet engineering school stresses practical applications of theoretical knowledge. Whenever the engineer makes a Repair skill test on a given system, technology, or unit, she gains an affinity bonus equal to half her Engineering skill on the same system, technology, or unit. **Prerequisite:** Engineering Certification.

Tier 3 Professional Ability

▷ **A Wee Bit More:** Starfleet engineers can overstrain themselves and their engines, running both off pure personal guts. When spending Courage to enhance an Engineering or Repair test, they receive a +5 bonus instead of the normal +3. **Prerequisite:** Theoretical Application and Spirit of the Fleet.

Starfleet Operations Officer

Tier 1 Professional Abilities

▷ **Fire Control Officer:** If the operations officer controls the ship's weapons during ship combat, the ship receives a +2 to all tactical maneuvers.

▷ **Ops Manager:** Operations managers allocate the ship's power, data, and other resources to keep everything flowing on an even keel. At the beginning of the game session, the operations officer may declare one System Operation specialty "mission-critical". All shipboard System Operation tests made by any Crew member on her ship against that mission-critical specialty receive a +1 bonus.

▷ **Subvocalizer:** Operations officers soon learn to keep their systems running and make status checks and adjustments as unobtrusively as possible. The operations officer can subvocalize commands to ship's systems without paying the normal TN penalty (see page 63).

Tier 2 Professional Abilities

▷ **Cross-Trained:** Operations officers are often the most flexible of Starfleet officers, going from post to post in the course of a career. When performing the professional skill of another Starfleet officer elite profession, the operations officer may add his Intellect modifier. (For Intellect-based skills, this equates to doubling the modifier.) **Prerequisite:** System Proficiency or Rounded.

▷ **Eyes on the Board:** A trained operations officer continuously looks and listens for anomalies and patterns in the information flow in front of her. When making a System Operation test, the operations officer adds her Perception modifier. **Prerequisite:** Subvocalizer or System Operation 6+.

▷ **Personal Backup:** A skilled operations manager has contingency backup plans ready for almost any crisis with the ship's systems. While serving as operations manager or "mission ops" on the bridge, the operations officer may re-roll any reliability check for ship systems (including the engineer's skill tests for transferring power) as a System Operation (Mission Ops) or (Operations Manager) test at +5 to the original TN. The Crew may select the better of the two results as the test result. Prerequisite: Ops Manager.

Tier 3 Professional Ability

▷ **Exemplary Support:** Operations officers are trained to work with other bridge crew seamlessly in crisis conditions. An operations officer may treat any Computer Use, System Operation, or Tactics test involving the bridge crew of his ship as a combined test, whether or not it would ordinarily be one, rolling the same test at TN –5 and providing the "leader" a +1 bonus for a marginal success, +2 for a complete success, and +3 for an extraordinary success. This ability may only be used once per game session. **Prerequisite:** Level-headed, Ops Manager, or Tactics 6+.

Starfleet Security Officer

Tier 1 Professional Abilities

▷ **Subdue:** Starfleet security officers value sentient life, and do not take it needlessly. A Starfleet security officer making any stunning or restraining Unarmed Combat test may add +3 to the result. This ability may be picked a second time for Energy Weapons (Hand Phaser) tests.

▷ **Favored Style:** The security officer is a pure devotee of one Unarmed Combat skill (aikido, brawling, etc.). When advancing this skill, she increases her skill level by +2 per pick, but suffers a –4 penalty to her Unarmed Combat skill when using other styles.

▷ **Fire Control Officer:** As the Operations Officer Tier 1 professional ability.

▷ **Weapons Specialist:** The weapons officer specializes in one set of ships' weapons (phasers, torpedoes, etc.). Choose which when picking this ability. When making any System Operation (Tactical) or (Weapons) skill test dealing with the chosen weapon, the weapons specialist can add +2 to the

test result. This ability can be chosen additional times for additional shipboard weapons.

Tier 2 Professional Abilities

▷ **Telling Detail:** The art of observation lies in knowing where to look. Whenever the security officer makes an Observe test, he gains an affinity bonus equal to half his Investigate skill level, rounded down. **Prerequisite:** Security Ops.

▷ **Thinks Like A Romulan:** As the Command Officer Tier 1 professional ability. **Prerequisite:** Intellect 6+ or Tactical Officer.

Tier 3 Professional Ability

▷ **Detection:** Whenever the security officer faces a criminal enigma (murder, theft, conspiracy, etc.) that entirely confounds the player, the character can make an Investigate (Deduce) skill test (TN 15) to formulate a hypothesis assisted by the Narrator. If the test is successful, the Narrator gives the player a hint based on the degree of success, with greater success warranting stronger leads. Although this ability exists to help players solve mysteries and drive the adventure forward, the Narrator should only guide the player: outright answers should only be given when the detecting challenge represents but a minor component in the Crew's grander mission objective. In such cases, the Narrator may wish to give the security officer sufficient information to help her surpass the puzzle, and get back on track. A Narrator may wish to provide two leads ("Either the Orion gem merchant or the Andorian duelist killed the Ferengi.") rather than give the whole game away. **Prerequisite:** Telling Detail.

Starfleet Counselor

Tier 1 Professional Abilities

▷ **Head Wounds:** Starfleet counselor medical training emphasizes head injuries, as common causes of mental trauma. When the counselor makes a First Aid skill test to heal a head wound (including sonic effects, stun effects, etc.), add +4 to the test result.

▷ **Professional Demeanor:** Starfleet counselors are trained to remain calm and not be surprised into revealing their own emotions. This comes in handy during most gambling contests; nobody bluffs like a psychiatrist. When the counselor

makes a Gaming test, he gains an affinity bonus equal to half his Medicine (Psychology) skill level, rounding down.

Tier 2 Professional Abilities

▷ **Verbal Economy:** Expert training in the "talking cure" makes Starfleet counselors masters of just the right word. When making a Persuade test, the counselor performs the task in half the base time. **Prerequisite:** Ship's Counselor or Language 6+.

▷ **Sense Motive:** As trained psychologists, Starfleet counselors can often tell what a speaker's motives are for his actions. During an Inquire (Interview) test, the counselor can also make a Medicine (Psychology) test to sense the speaker's motive. The Medicine (Psychology) test gets a +1 bonus to its result from a marginal success on the Inquire (Interview) test, a +2 for a complete success, and a +3 for an extraordinary success. It takes a –1 penalty for a complete failure on the Inquire (Interview) test, and a –2 penalty for a disastrous failure. Discerning a general, emotional motive (revenge, lust, pride) is a TN 15 task; discerning a specific motive (Senator Pardek's blackmail; Yeoman Barrows, a promotion) is a TN 20 task. **Prerequisite:** Pathos.

Tier 3 Professional Ability

▷ **Battlefield Comfort:** Starfleet counselors know better than most what kinds of stresses other Starfleet officers face in a crisis. Once per game session, the counselor can make an Influence test (TN 15) to restore a fellow officer's morale and urge her toward greatness. If successful, the subject may spend a "free" Courage point immediately afterward, even if she has no Courage left. "Free" Courage points do count against the 4 Courage spending maximum. On an extraordinary success, the subject may spend two "free"

Courage points. The Influence test takes two minutes. The characters must be in the same room, and the subject must be able to hear the counselor. **Prerequisite:** Therapy.

Starfleet Medical Officer

Tier 1 Professional Abilities

▷ **Emergency Response:** Starfleet medical officers know that time is of the essence in a crisis. When making a First Aid test, the medical officer performs the task in half the base time. This ability can be selected again for Medicine (Surgery).

▷ **Lab Work:** When time or quality is of the essence, Starfleet medical officers do much of their own lab work. When a medical officer makes a Physical Science (Chemistry) test, add +4 to the test result. This ability can be selected again for a similar bonus to Life Science (Microbiology), and for other similar professional laboratory Science skills with Narrator approval.

Tier 2 Professional Abilities

▷ **Ignore These Blasted Machinis:** Starfleet medical officers know what their equipment *should* be telling them, and can interpret even the most anomalous readings through their trained eyes. Whenever the medical officer makes a System Operation (Medical) skill test, he gains an affinity bonus equal to half his Medicine skill, rounded down. **Prerequisite:** General Medicine or Perception 6+.

▷ **No Butchery:** Although trained with cutting-edge medical technology, Starfleet medical officers know that often their skills will be called upon in more primitive settings. When the medical officer makes a First Aid or Medicine skill test, ignore all penalties resulting from inadequate or antiquated equipment. **Prerequisite:** Field Medicine.

Tier 3 Professional Ability

▷ **One For The Textbooks:** Medical research is built on sharing information and the rapid propagation of new therapies. When rolling an extraordinary success during a Medicine skill test, or when successfully using the Immunization professional ability, the medical officer's Renown automatically increases by 1 at the end of the episode. This ability can only add 1 Renown point in a given episode. **Prerequisite:** Lab Work and General Medicine.

Science Officers

Tier 1 Professional Abilities

▷ **Fundamentals:** Study your math, it's the key to the universe. When the science officer makes a Physical Science (Mathematics) skill test, add +4 to the test result.

▷ **Working Model:** Starfleet scientific training gives a strong grounding in hands-on laboratory work. Mathematics are the key to design. These two factors synergize. When the science officer makes any Construct skill test, he gains an affinity bonus equal to half his Structural Engineering skill level, rounding up.

Tier 2 Professional Abilities

▷ **Practical Application:** Although specialized technicians and engineers make most repairs to starship consoles, the science officer possesses sufficient training to reconfigure his console, recalibrate equipment, and make minor repairs in emergency situations. When making Systems Engineering or Repair tests to repair his console or tricorder, the science officer gains an affinity bonus equal to half his Physical Science skill level, rounding up. **Prerequisite:** Working Model.

▷ **Subvocalizer:** As the Operations Officer Tier 1 professional ability. **Prerequisite:** Perception 6+ or Rounded.

Tier 3 Professional Ability

▷ **Intense Scan:** After enough work with a ship's sensors, a Starfleet science officer can pick patterns out of the data that exceed the system specifications; picking a single ion trail out from 20 light-years away, or finding a Horta floating in an asteroid belt. The science officer makes a System Operation (Sensors) at TN 15. With a successful test, the sensors' maximum range, sensitivity, reliability, or other parameter doubles during the next System Operation (Sensors) test the science officer performs. Consult the appropriate descriptions on pages 101–103 and 138–139 of the *Star Trek RPG Narrator's Guide* and pages 188–191 of the *Star Trek RPG Player's Guide*. **Prerequisite:** Science Tech.

ADDITIONAL PROFESSIONAL PACKAGES

The following professional development packages are equivalent to those on pages 93–96 of the *Star Trek RPG Player's Guide*. The individual package writeups specify the starship officer elite profession under which they belong.

A & A Officer

As anthropology and archaeology officer, you specialize in ancient, archaic, and primitive cultures. Since Hodgkins' Law predicts that many alien worlds will parallel each others' (and Earth's) development, your training comes in handy on exploratory missions. You are a science officer.

Skills: Computer Use (Retrieve) +2, Culture +1, History +3, Investigate (Research) +2, Religion +1, Social Science (Anthropology, Archaeology) +3, Specific World +2, Survival +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Curious, Everyman, Excellent Metabolism, Likeable

Communications Officer

You are a dedicated specialist in communications, transmitting and receiving messages and maintaining message security. Although technically an operations officer, you substitute Physical Science (Mathematics) for First Aid as a professional skill.

Skills: Computer Use (Encryption) +2, Observe (Listen) +2, Physical Science (Mathematics) +1, Repair (Communications) +2, System Engineering (Communications) +3, System Operation (Communications) +4

Pick 5: +1 to any professional skill

Pick 1 Edge: Ambidextrous, Confident, Eidetic Memory, Exceptional Concentration, Skill Focus (Keen Hearing)

Phaser Control Officer

You control, maintain, and when need be operate the phaser battery on your starship. During major wars such as the war with the Klingons in the early 23rd century or the Dominion War in the late 24th century, you may have served planet-side. This is a command officer post in the 23rd century (replacing Inquire and Negotiate with Heavy Weapons and Systems Engineering as professional skills), and an operations officer post in the 24th century (replacing First Aid with Heavy Weapons as a professional skill).

Skills: Computer Use +1, Energy Weapons (Hand Phaser) +1, Heavy Weapons (Phaser Cannon) +1, Observe (Spot) +1, Repair (Phasers) +2, Systems Engineering (Phasers) +4, System Operation (Tactical, Weapons) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Coordinator, Dead Aim, Exceptional Fortitude, Sense of Direction

ADVANCEMENT PACKAGES

Rather than individually pick advancements to create advanced characters (see page 97 of the *Star Trek RPG Player's Guide*), some players may prefer to simply add a given number of advancement packages to *their character during character creation to model an* officer who has served some time. These writeups assume five picks per advancement "tour"; whether a "tour" is one year or five depends on the Narrator's sense of historical pacing and on the amount of excitement the player wants his character to have gone through. Some of these writeups include flaws; check with your Narrator to make sure that she will allow additional flaws at character creation. If not, remove an edge or otherwise lower the value of the package by two picks. Only starship officer professional skills (Athletics, Computer Use, Energy Weapons, Repair, and Survival) and System Operation (which is the professional skill common to all branches) are specifically priced at one pick per level; all others are priced at two picks per level. If one of the skills included here is already one of your professional skills, either double the levels in that skill given by that package, or pick another professional skill along with it.

Fleet Service

Each of these advancement packages is based on a tour of service in one of the various fleets detailed on page 77. These fleets were organized in 2350; individual capital ships that served similar roles in the 23rd century are indicated in parentheses after the description.

3rd Fleet

You served as part of the Solar System's final line of defense (*U.S.S. Republic*).

Professional Skill: Repair (Orbital Defenses) +1

Pick 1 Skill: Demolitions (Defuse Explosives) +1, Specific World (Earth) +1, Tactics (Space) +1

Pick 1 Edge: Contact OR Ally (Starfleet Command), Suit Trained, Zero-G Trained

5th Fleet

Stationed near Andoria, you worked closely with the capable and aggressive Andorian Defense Force (*U.S.S. Eagle*).

Pick 1 Professional Skill: Survival (Arctic) +1, System Operation (Tactical) +1

Pick 1 Skill: Chaka Hramdal +1, Language, Andorian +1, Specific World (Andoria) +1, Tactics (Anti-Piracy) +1

Pick 1 Edge: Bold, Contact OR Ally (Andorian Defense Forces)

7th Fleet

You may have been a veteran of Wolf 359, Tibor Nebula, or some other great battle; this is a legendary Fleet (*U.S.S. Constitution* or *U.S.S. Enterprise*; use Axanari OR Romulan OR Klingon as Tactics specialties; *Intolerant (Klingons or Romulans) as flaw*).

Professional Skill: Repair +1

Pick 2 Skills: First Aid +1, Systems Engineering (Weapons) +1, Tactics (Borg OR Breen OR Cardassian OR Dominion) +1

Pick 1 Edge: Famous Event, Famous Fleet, Famous Ship

Pick 1 Flaw: Intolerant (Founders), Intolerant (Obsidian Order), Pacifist

8th Fleet

You explored the deep reaches of the Alpha Quadrant (*U.S.S. Farragut*; use Language, Orion).

Pick 1 Professional Skill: Computer Use (Research) +1, Energy Weapons (Hand Phaser) +1, System Operation (Sensors) +1, Survival (any) +1

Pick 2 Skills: Archaic Weapons (Any) +1, Language, Ferengi +1, Social Science (Anthropology) +1, Space Science (Stellar Cartography) +1

16th Fleet

You served in a variety of key tasks and roles in the "flagship fleet" (*U.S.S. Endeavour*).

Professional Skill: System Operation +1

Pick 1 Skill: Administration (Starfleet) +1, Craft (any) +1, Entertain (any) +1, History (Earth) +1, Negotiate +1

Pick 1 Edge: Ally, Confident, Cultural Flexibility, Famous Fleet, Innovative

20th Fleet

You patrolled rimward space, on the Tholian and Klingon frontiers (*U.S.S. Yorktown*).

Pick 1 Skill: Observe (Spot) +1, Physical Science (Subspace Physics) +1, Space Science (Astrogation OR Stellar Cartography OR Astrophysics) +1, Tactics (Klingon OR Tholian) +1

Reaction: +1 Quickness (if Quickness is your favored reaction, add System Operation (Flight Control) +1).

22nd Fleet

You were on the front line against the Romulans and the Borg (*U.S.S. Lexington*).

Pick 1 Professional Skill: Computer Use (Invasion) +1, System Operation (Sensors) +1

Pick 1 Skill: Language, Romulan, Tactics (Borg OR Romulan) +1

Pick 1 Edge: Alert, Sense of Direction

Colonization Fleet

You aided the terraforming and settlement of new colonies (*U.S.S. Potemkin*).

Pick 1 Professional Skill: Repair (any) +1, Survival (any) +1

Pick 2 Skills: Administration (Logistics) +1, Construct (any) +1, Life Science (Botany OR Zoology) +1, Planetary Science (any) +1

Evacuation Fleet

You aided in emergency evacuation and resettlement procedures (*U.S.S. Kongo*).

Professional Skill: System Operation (Communications OR Flight Control) +1

Pick 1 Skill: Administration (Logistics) +1, Inquire +1, Medicine (Epidemiology) +1,

Pick 1 Edge: Ally, Contact, Meticulous, Species Friend

Rapid Response Fleet

Your fleet stayed ready for any emergency; it did everything first with the most, and didn't wait for red tape (*U.S.S. Enterprise* or *U.S.S. Exeter*).

Pick 3 Professional Skills: Select three professional skills of your branch or elite profession, and add +1 level in each. You may not select the same skill twice.

Pick 2 Edges: Ally (Admiral Fukazima), Competitive, Courageous, Famous Event, Great Stamina.

Pick 1 Flaw: Arrogant, Enemy, Familiar Face, Intolerant (diplomats), Proud, Reckless

Optional Promotion Rules

Among the factors that influence the feel of a series is the speed and nature of promotion. Many players enjoy rocketing up the ranks, of course, but this leaves some sticky questions—a Crew full of admirals will be hard-pressed to find any plausible adventures to go on! For whatever reason, your Narrator may not wish to run a game (and you may not wish to play in one) in which, after two or three episodes at average experience levels, everyone can potentially go up two ranks by picking two Promotion edge upgrades. The following suite of optional rules alters the circumstances, and the speed, of promotions to change the feel of a series.

TABLE 3.1: RENOWN-BASED PROMOTIONS

Rank	Renown Required
Lieutenant (j.g.)	4
Lieutenant	8
Lieutenant Commander	12
Commander	16
Captain	20
Each successive flag rank (see Table 6.1)	10

Optional Rule: Renown-Based Promotion

Some Narrators (and players) may prefer to base promotion solely on a character's actions during the series, rather than on advancement picks of the Promotion edge. They may use this optional rule instead.

The Promotion edge can no longer be picked after character creation ends. In other words, you can buy it during character creation (to start out as a lieutenant rather than an ensign, for example), but cannot buy it with advancement picks. Promotion now depends solely on Renown, which you may "trade in" during the advancement phase for an increase in rank, as given on Table 3.1.

After "trading in" Renown, you lose any Renown expended to purchase a new rank, and continue with the remainder, building it up to eventually trade in for the next rank, and so forth. This represents the trade-off inherent in going from "that lieutenant who saved the ship" to being just another lieutenant commander, who is expected to save the ship every now and again. For example: Lieutenant Washington has racked up 15 points of Renown saving the galaxy from giant space amoebas and phasering down Romulan infiltrators; he trades 12 of them in and gets a well-deserved promotion to lieutenant commander, leaving him with 3 Renown points, and a burning need to go scour the quadrant for more evil to thwart.

The Narrator may also require the candidate for promotion to pass a successful Renown recognition test (see pages 148–149 of the *Star Trek RPG Player's Guide*) with the Personnel Office at Starfleet Command (a TN 15 Renown check) to get a promotion approved. (The personnel office can be assumed to have an Intellect of 12 for this purpose, giving a +3 bonus on the attribute test.) If the recognition test fails, the player must wait until his next advancement period to try again. For our example: Lieutenant Washington's player tells the

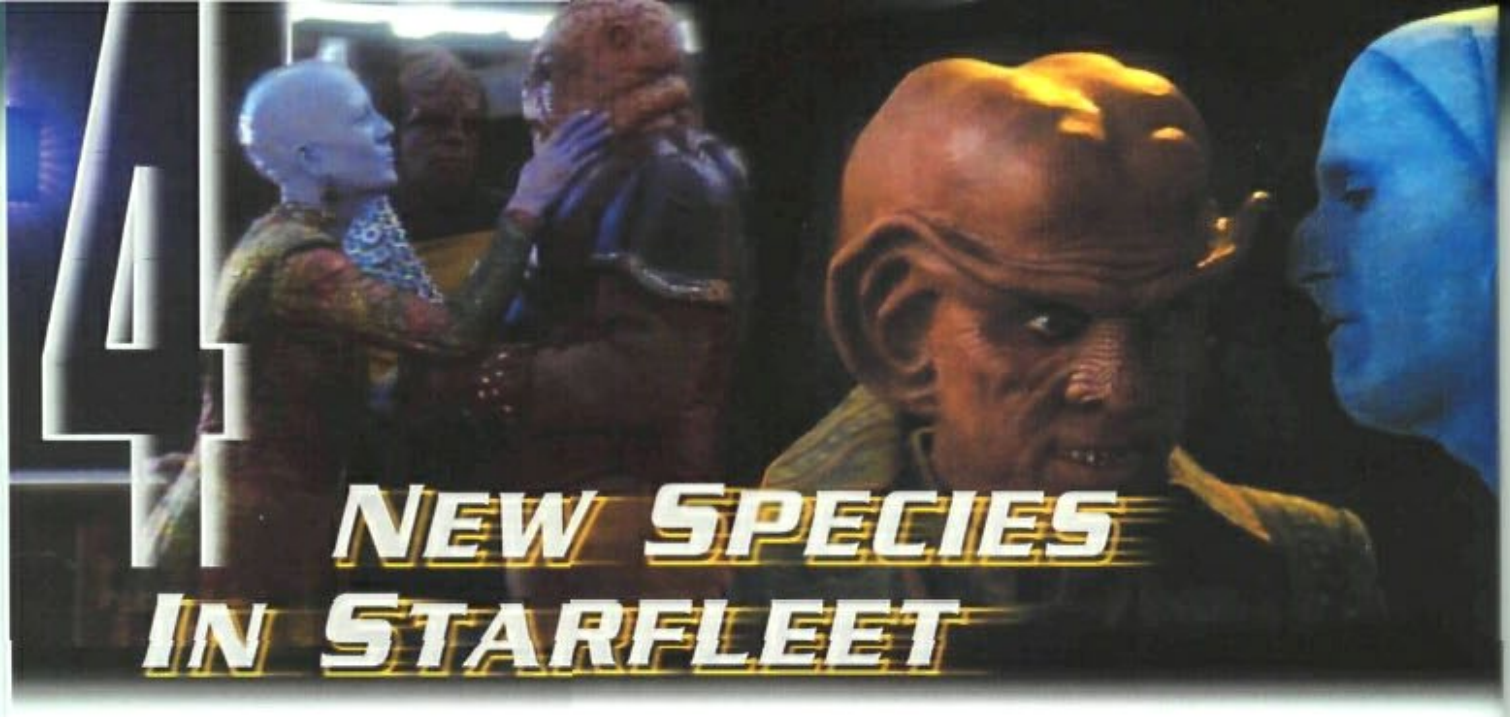
Narrator that he wants to trade in 12 of his Renown points to increase in rank. Lieutenant Washington's captain (an NPC) approves, and submits his request to Personnel: Between Lieutenant Washington's Renown (15, for a +2 modifier) and the Personnel Office's brains (+3), the die roll takes a +5 modifier, with a further –1 to the TN since both Starfleet Personnel and Lieutenant Washington are in the same profession (starship officer). The dice come up 8, which is a 13 after the bonus—which doesn't quite make a TN 14 (15 minus 1). Lieutenant Washington has to wait a while longer for that promotion; hopefully he'll get some more Renown in the meantime. (Narrators may wish to substitute the officer's commanding officer, fleet admiral, or other significant NPC for an impersonal Personnel Office, adjusting the stats and the TN to match.) The Renown test requirement can be used with edge-based promotion as well, of course.

Optional Rule: Slower Promotion

Yes, it seems odd that anyone would want to advance more slowly than the current rules allow. However, players and Narrator may all "contract" together to spend more time exploring their current position in Starfleet's rank and file; this might be important in serial series that require a continuing (and fairly static) cast, or in episodic ones which are attempting to keep a coherent feel throughout. Of course, many players don't particularly care about getting promotions when they could be learning neat skills or garnering cool abilities—neither Chekov nor Kim ever seemed to suffer any real harm by being ensigns for an entire series, after all. In these circumstances, this optional rule will make sure that only players who *really* want promotions get them.

Each rank costs a number of upgrades equal to its current Promotion value. For example, going up to Lieutenant (j.g.) (Rank 1) still costs only one upgrade, but going from Lieutenant (j.g.) to Lieutenant (Rank 2) costs two upgrades, and going from Lieutenant to Lieutenant Commander costs three! Since you only get five picks with any advancement, and an edge is two picks, you will have to "bank" your promotion upgrades for more than one advancement to go up in rank. *For example:* Alicia wants her character, Lieutenant Commander Tandoz, to go up one rank to Commander. When her next advancement comes, she takes her five picks and buys two upgrades (at two picks each) to her current Promotion 3 edge. (With the leftover pick, she adds a specialty.) She must wait for her next advancement to buy two more upgrades, and thus allow Tandoz to become a full Commander at last.

Narrators can slow this process even further by increasing the upgrade cost per rank; similarly, they can slow down Renown-based Promotion by increasing the Renown cost per rank.



4 New Species In Starfleet

Starfleet has long been the first melting pot for Federation society. Even from its first ever voyages as Earth's space agency, Starfleet accepted "observers" and "liaison officers" from other worlds. In the 22nd and 23rd centuries, the difficulties of ship design, life support, and environmental controls—to say nothing of the practical problems welding diverse species into a single functioning crew—kept most ships "single-species" with only a few exceptions.

By the late 23rd century, however, the perfection of replicator technology, the new isolinear control systems, and other technological developments made multi-species crews possible. Although Humans still make up the majority of Starfleet officers, most other Federation species can point proudly to "home-ported" ships that boast their own native sons and daughters in command positions. In fact, Starfleet even accepts cadets (and officers) from non-member species; Bajorans, Ferengi, and Klingons have served with distinction.

In the Game

Do not feel constrained to have only one "token alien" in your Crew to match the various television series. Roleplaying games have no makeup budget, or rather, have an infinite one. Of the species in the *Star Trek RPG Player's Guide*, Betazoids, Humans, Trill, and Vulcans are most likely to serve in Starfleet, but a good story line can explain the presence of any of the others. In the catastrophic wake of the Dominion War, for example, it wouldn't be unrealistic for dissatisfied, idealistic Cardassians to enlist in Starfleet as a way of severing ties with a failed past. The Andorians, another core Starfleet cadre, appear in the *Star Trek RPG Narrator's Guide*. In this book, we present eight new species with strong Starfleet traditions, to further flesh out your series' diversity. All eight are suitable for player character Crew members.

Remember that members of every species learn about their own native culture before joining

TABLE 4.1: NEW SPECIES ATTRIBUTE ADJUSTMENTS

Species	Attribute Adjustments
Bolian	–1 Strength, +1 Agility
Centauran	+1 Presence
Deltan	+1 Perception, +1 Presence, -1 Vitality
Grazerite	+1 Presence
Regulan	+1 Agility, +2 Perception, –1 Vitality
Tellarite	+1 Vitality, –2 Presence
Tiburonese	+1 Presence, –1 Vitality
Zaldan	+1 Strength, +2 Vitality, –3 Presence

Starfleet. All starting characters receive twice their Intellect in skill picks to use on the relevant Knowledge and Language skills. A Regulan character may pick a Specific World knowledge for any of the Regulan colonies as her homeworld.

BOLIANS

PERSONALITY: The typical Bolian is gregarious, hardworking, and meticulous. Bolians enjoy cooperative work of all kinds; this can make them busybodies or (when the work isn't going well) worrywarts. When chips are down, however, you can always count on a Bolian—their selflessness is legendary.

PHYSICAL DESCRIPTION: Bolians are blue-skinned humanoids with a visible cartilaginous ridge bifurcating their heads. Their cobalt-based blood chemistry is compatible with Andorians, but toxic to Vulcans.

HOMEWORLD: Bolarus IX is a stormy, oceanic world orbiting a red dwarf star.

CULTURE: Bolians' native wanderlust led them to explore and settle their planet early, shaking out into three superpowers after a few centuries of warfare. The three nations made first contact with a pair of warring planets, Iren and Uzor, whose rivalry nearly plunged Bolarus IX into global warfare. Fortunately, Federation explorers were able to defuse the situation, but Bolian national rivalries prevented them from gaining Federation membership until 2320, after Bolian self-sacrifice, unity, and efficiency saved the people of Uzor from the collapse of their star. These traits, along with a ravenous appetite for work and learning, have stood them well as Federation members.

LANGUAGES: Bolian, Federation Standard

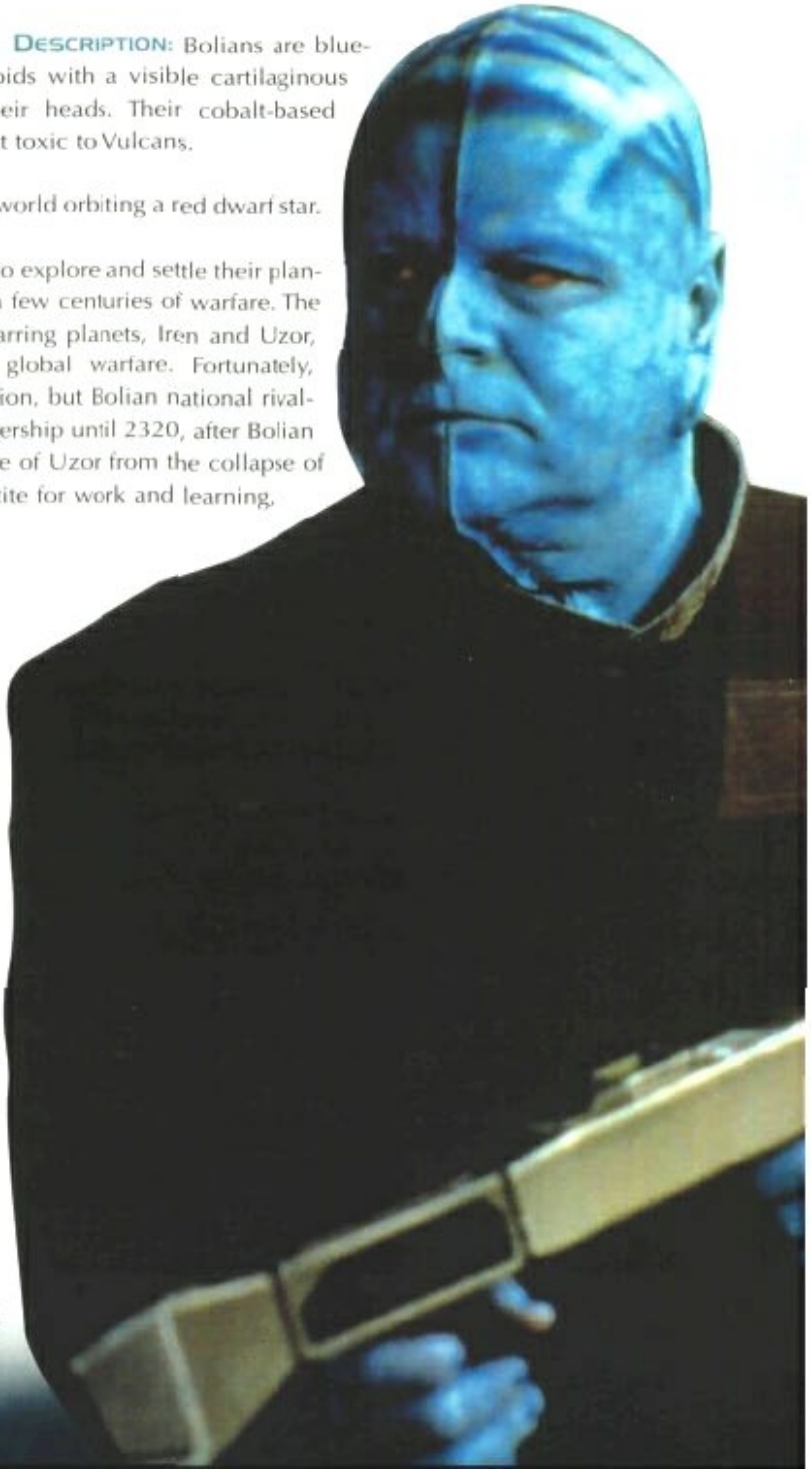
COMMON NAMES: Bolians from the largest continent, Rasara, take only a single, family name; other Bolians take two names. Bolians generally only use their family name in casual dealings.

FAMILY NAMES: Adislo, Franek, Haro, Mot, Parrin, Rixx, Taneko, Tannekar, Vadosia, Vaxx.

MALE NAMES: Boq'ta, Darz, Hars, Korvin, Kot, Morin, Mot, Rim, Sef, V'Sal.

FEMALE NAMES: Alba, Darzana, Halora, Mitena, Syldra, Vado.

FAVORED PROFESSION: Starship officer. Bolians work well in professions that privilege group cooperation and group effort; every branch of starship service suits their desire for teamwork and structure. Bolians also make good merchants, scientists, and soldiers. Bolians enjoy diplomacy, and some of them are quite good at it. Bolian



nationalists have occasionally joined criminal gangs such as the Orion Syndicate—they make good rogues in those cases.

Species Adjustments: –1 Strength, +1 Agility. Bolian muscle fibers are looser than those of most humanoid species, due to peculiarities in their circulatory system. However, rigorous pursuit of team sports and better kinesthetic sense keeps them fit and agile.

Species Abilities:

- **Bonus Edge: Ally 2:** The gregarious and sociable Bolians are always making friends. Every Bolian character can begin with two Allies.
- **Bonus Edge: Coordinator:** Bolians naturally excel at leading groups.
- **Selfless:** A Bolian gains an additional Courage point from any action that risks his life to save that of another. Thus, if a Bolian spends 2 Courage points to dive into the path of an oncoming mugato and knock his captain away, he recovers 3 points when the Narrator returns Courage to him.
- **Small Group Dynamics:** Bolians are natural facilitators of small-group dynamics. They receive a +1 species bonus to tests of all Enterprise skills, and to Inquire (Fraternize), and Tactics (Small Unit) tests, along with any team Gaming or Sport tests.
- **Works Well With Others:** Bolians also excel at being led in groups; each Bolian participating in a combined test adds a further +1 species bonus to the combined test. This stacks with the Coordinator edge, above; a Bolian leading an all-Bolian team would add +3 to combined tests per successful participant.

NOTABLE BOLIANS

Vaxx, the father of Bolian unity, carefully negotiated the formation of the tripartite world government that allowed the Bolians to join the Federation. Bolians also honor him for his ability to prevent global war during the crisis with Iren. His example, as much as the benefits of membership, keeps Bolarus IX in the Federation.

Admiral Taneko led the Federation fleet in the Battle of Alphard in 2351. He sacrificed his badly-damaged flagship, the *U.S.S. Mizar*, to destroy the Tholian fleet. His work on fleet tactics and organization helped transform Starfleet strategic doctrine.

CENTAURANS

Personality: Centaurans value peace, beauty, thought, and spirituality. They prefer long-term thought and planning, centered on core moral principles. This can make Centaurans somewhat asocial, or even hesitant to act.

Physical Description: Centaurans resemble Humans down to the mitochondrial DNA level. Genetic scans indicate that Centauran and Human stocks diverged roughly 400,000 years ago; Centaurans may have been "seeded" on Alpha Centauri by the Preservers or a similar species.

Homeworld: Alpha Centauri IV, a beautiful ringed planet orbiting two stars (a yellow dwarf and an orange dwarf) of a trinary star system.

Culture: Centaurans seek out beauty throughout the galaxy; where they find no beauty, they try to make some. This attitude spurred the development of Alpha Centauri's most famous technological discipline, terraforming, and its favorite art form, holography. Centaurans treat ecologies as art forms, attempting to create harmony and beauty; these skills were crucial to the Centauran effort to rebuild Earth after World War III. Warp drive inventor Zefram Cochrane moved to Alpha Centauri and became a planetary hero there, as well; Centauran diplomats aided Earth in unifying its governments and finally banishing the specter of war from the Human home world. Collective memories of shameful rights abuses during the terrible Plague Years motivate the Centauran people. They have sworn to never again permit themselves to allow the fears of the majority to override the sacred freedoms of the individual. Any decision that favors expediency over principle will draw spirited argument from any Centaurans in your midst.

Centaurans see themselves as long-term thinkers. A favorite proverb says, "Worry about tomorrow, and today will take care of itself." To embark on a course of action without exhaustively exploring all of its possible ramifications is completely irresponsible. On a starship, this habitual hesitation and introspection often proves to be a Centauran's worst enemy. Some Centaurans find it difficult to unhesitatingly obey a snap order. In an emergency situation, even a sliver of a pause can be deadly, so Centauran starship officers strive mightily to overcome this habit. On the other hand, they enjoy a positive image as far-thinking rear-echelon strategists.

Languages: Centauran Prime, Federation Standard

Common Names: Common Centauran practice puts the personal name first, followed by the family name.

Family Names: Aacra, Asephas, Eltrin, Jascar, Kavic, Laikan, Myrrin, Palmer, Skaelas.

Male Names: Abar, Gan, Jem, Nautan, Severin, Vax, Zefram.

Female Names: Arinda, Dana, Hesta, Kathar, Kotei, Kulei, Shayna, Sherai, Tara.

Favored Profession: Almost any. Like their Human cousins, Centaurans fill a dizzying variety of roles within Starfleet. They avoid the careers of rogues and soldiers, however. Centauran culture greatly rewards scientists and mystics, and Centaurans make excellent diplomats and starship counselors.

Species Adjustments: +1 Presence. Centaurans tend to be more attractive than average Humans, possibly as a result of earlier adoption of global nutritional minima. Their attitude of calm also tends to impress others.

Species Abilities:

▷ **Centered:** Centaurans get a +2 bonus to Willpower, possibly as part of their Human heritage.

▷ **Empathetic:** Centaurans are culturally concerned with others' emotional state. Centaurans receive a +1 species bonus to Influence, Negotiate, and Persuade tests. If a Centauran takes the Psionic edge, she receives the Empathy skill at level 1 for free.

▷ **Skill Focus: Artistic:** Trained and nurtured in aesthetics from childhood, Centaurans get a +1 species bonus to all Craft and Entertain skill tests.

NOTABLE CENTAURANS

Kulei Asephas, the brilliant medical researcher who ended the devastating Plague Years, used her scientific fame to build a lasting peace for her planet, serving as the first Speaker of its first global Parliament. She is easily the greatest heroine of the Centauran people, and her life story remains the topic of more Centauran holoplays and paintings than any other, even after almost five centuries.

Captain Gan Laikan, whose *U.S.S. Asimov* discovered more Class-M planets than any other starship in the 23rd century, later served as Federation President and on the Supreme Court. Statesman, starship commander, and scientist, he remains a role model for many Centauran Starfleet officers.

DELTANS

PERSONALITY: Among themselves, Deltans are relaxed, comfortable, sensual and receptive to each others' interests, needs, and emotional states. Non-Deltans do not always react well or predictably to a constant bath of physical and emotional support; among outworlders, Deltans can be stiffly formal until they form close friendships.

PHYSICAL DESCRIPTION: Deltans have no surface hair except for eyebrows, lashes, and (occasionally) a very thin layer of soft down along arms and legs. Other than this, they closely resemble Humans or Betazoids. Deltans are, on the average, slightly slimmer than Humans, and their cheekbones, eye shapes, and jawlines are slightly more symmetrical. Humans (and many other humanoid species) often find Deltans quite attractive.

HOMEWORLD: Delta IV orbits a small blue-white star in the Beta Quadrant. A world of small, forested continents and lush tropical islands evenly spaced in a warm ocean, its three large moons create complex, unstable tides.

CULTURE: Delta IV's unpredictable tides and otherwise hospitable ecology combined to create a culture at once polyglot and unified; although many microcultures evolved on the planet's myriad islands, they could never remain isolated long enough to develop either xenophobia or devastating cultural advantages. To avoid inbreeding, the island-bound Deltans also developed a very open sexual culture; stranded mariners were often adopted into large group amours to blend genes more effectively. Brought together by ties of sex and geography, Deltans learned to get along with each other by necessity; with a nurturing planet and a low species birthrate, wars over resources were almost unknown.

Deltans were also pushed in the direction of cultural unity by their genetic predisposition toward empathy and other psionic abilities; their ability to feel each others' pain soon made war, and even serious emotionally-scarring argument, unthinkably impolite. Unlike other psionic races, Deltans' strong pheromones made them physically unable to hide their emotions; the smell gave them away every time. Their culture evolved toward a global ideal of supportive, nurturing behavior based on time-honored Deltan sexual openness and a deep-rooted sense of species and personal security that not even their encounters with the Andorians (and eventually the other starfaring cultures of the Beta Quadrant) could shake. Their sole concession to a dangerous galaxy was the adoption of an Oath of Celibacy out of necessity (and simple politeness) when dealing with less sexually-mature species and cultures.

LANGUAGES: Deltan, Federation Standard

COMMON NAMES: Deltans use a single name, telling individuals apart by context, if necessary.

MALE NAMES: Dro, Gemkon, Kili, Lona, Muren, Niro, Raen, Rro.

FEMALE NAMES: Alia, Elen, Eren, Ilia, Inaia, Ogron, Oona, Umia.

Favored Profession: Starship counselor, medical officer, or flight control officer. Deltans also make excellent diplomats or scientists (especially in linguistics, biology, or planetology). The major Deltan religion has a strong mystical component, often tied to sexual meditation, empathy, or healing.

Species Adjustments:
+1 Perception, +1 Presence, –1 Vitality.

Species Abilities:

▷ **Bonus Edge: Psionic:** Deltans automatically possess the Psionic edge (see *Star Trek RPG Player's Guide*, page 136).

▷ **Empathy:** Deltans gain Empathy 2 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement. Deltans with Empathy 4+ can take the skill Mind-Meld (treat as the Vulcan species ability).

▷ **Navigational Sense:** Deltans have a knack for navigating, especially by stars and tides. They receive a +2 species bonus to any Survival (Orienteering) or Survival (Water Navigation) test, and a +2 species bonus to all Space Science (Astrogation) and System Operation (Navigation) tests. Although many Deltans possess the Sense of Direction edge, it is not inherent in the Deltan species.

▷ **Pain Reduction:** The Deltan technique of pain reduction allows a Deltan empath to ease the pain and trauma from wounds or disease. Treat this ability as a skill, starting at level 1, which can be advanced as a professional skill.

The Deltan character must be able to touch her target with the bare skin. Pain Reduction is a full-round action. The character makes a Pain Reduction skill test and adds her Psionic modifier; the target may choose to oppose this test with his Willpower or Mind Shield, although this rarely happens—Deltan empaths seldom offer pain reduction to the unwilling. If the character succeeds, the wound or other trauma affects the target at one wound level less; a Wounded target would perform tests only at the Injured penalty, for example. The wounds themselves are still present, and any further injury restores the target to the "true" wound level, with full penalties. Deltans cannot perform Pain Reduction upon themselves.

▷ **Pheromones:** Deltans continuously emit pheromones with a broad enough spectrum to affect most humanoid races. This grants them a +1 species bonus to Influence (Charm) tests and a +3 species bonus to Influence (Seduce) tests. Seducing a member of a less sexually-mature culture can be dangerous, however; an extraordinary success on the test gives such a victim an Addiction (as the flaw) which may manifest as obsession, stalking, kidnapping, murder-suicide, or other breaches of ethics. The Deltan Oath of Celibacy exists to prevent such unpleasantness.

NOTABLE DELTANS

Ilia, the navigator on the first voyage of the refit *U.S.S. Enterprise*, had also worked closely with the Starfleet teams assigned to Delta IV after the Deltans became full members of the Federation in 2259. She formed a strong attachment to Captain Willard Decker, with whom she was reported "missing in action" after the *Enterprise* encountered the V'Ger probe in 2271. Her example further cemented Deltan-Human friendship.

Niro, the Deltan sage who guided the planet through its tumultuous decades from first contact with the Andorians in 2182 to Federation membership, developed the Oath of Celibacy and wrote much of the Deltans' modernized legal code. He was also a gifted poet and sexual artist.

GRAZERITES

PERSONALITY: Grazerites are optimistic and placidly confident, with high self-esteem. They make few snap decisions, being thoughtful and contemplative by nature. Grazerites are hard to anger, and seldom show it openly even if furious. Grazerites prefer consensus to conflict, and are distressed by others' unhappiness. Extremely patient and highly resistant to boredom, Grazerites excel at tasks requiring a long attention span and close detail work.

PHYSICAL DESCRIPTION: Grazerites are heavily-built humanoids, but not unusually so. Their thick hide has a flat layer of hair all over it, usually amber in color, but white, beige, and black Grazerites exist, as do piebald or mottled ones. Grazerite facial features include a pronounced, deeply furrowed brow and a bovine snout. Two slightly curving horns, which may reach four inches in length, crown their skull. (Current fashion calls for a tight-fitting cloth cowl to cover the horns.)

HOMEWORLD: The planet Vacca III, a planet of large, flat continents and temperate climate orbiting a yellow dwarf star surrounded by a pinkish hydrogen "halo". This halo cuts much of the harmful radiation from Vacca, while increasing solar heating; Vacca is a warm, fertile, clement world.

CULTURE: The basic social unit among the Grazerites is the *upsol*, a conglomeration of anywhere from a hundred to five hundred individuals who work, relax, eat, and ruminate together. They are often related to one another by blood, but *upsols* consisting entirely of unrelated individuals also exist, and behave no differently than their more common counterparts. Grazerite life centers on the group, not the individual; privacy, for example, is a concept unknown to them except as a topic in one of Vacca III's prestigious Outworld Cooperation Symposia (the equivalent of academies for Grazerite diplomats, starship crew, and scientists).

The *upsol* plays the primary role in raising, tutoring, and sheltering of Grazerite children. Although Grazerites usually retain some affection for their blood parents, all adult members of the *upsol* share equally in child-raising duties. Herds of adult Grazerites carefully shelter the young from even the minimal dangers of Vacca III, and shower them with love, food, and affection. Grazerites grow up emotionally secure and certain of the benign nature of the universe. With the birth of their first child, Grazerite parents attain full citizenship, and can participate in their own upsol's deliberations and in Vacca III's consensus democracy. Like all important Grazerite occasions, a communal ritual involving the entire *upsol* marks first-birth.

Grazerites enjoy thinking and talking together, as agreement comes easily. Grazerite debates, such as they are, resemble long-winded rodomontades in which each speaker agrees with the last while slightly restating and refining the previous arguments. Grazerites can while away endless hours in this fashion, never getting bored, solemnly agreeing with each other for hours while jointly ambling toward a consensus. Their self-image as scintillating conversationalists is not shared by other species, but they prosper in Federation governmental circles.

Languages: Grazerite, Federation Standard

Common Names: Grazerites combine their given individual names with the names of their *upsols* to form a single, hyphenated name.

Upsol Names: Algor, Bentor, Gepur, Inyo.

Male Names: Dalig, Dashul, Jaresh, Jobid, Uljef.

Female Names: Barab, Ianad, Lirix, Urlesh.

Favored Profession: Engineering tempts most Grazerites who serve in Starfleet, although many also become science officers (specializing in life science or planetology), medical officers, or even security officers. Outside Starfleet, Grazerites often pursue diplomatic careers.

Species Adjustments: +1 Presence. Grazerites' deeply imbued sense of calm helps others to become calm, relaxed, and trusting in their presence.

Species Abilities:

- **Bonus Edge: Exceptional Concentration:** Grazerites are skilled at maintaining their focus through lengthy periods of detailed meditation.
- **Bonus Edge: Thick Skull:** Descended from horned herbivores, this edge is the literal truth for Grazerites.
- **Herd Politics:** Grazerites are masters of group agreement and consensus, and sensitive to shifts in group opinion. Grazerites get a +1 species bonus to any Negotiate or Persuade test involving groups of sentient beings. They also receive a +1 species bonus to Social Science (Anthropology) and Social Science (Political Science) tests.
- **Hide:** Grazerites' thick, leathery skin deflects 2 points of kinetic, fire, or corrosion damage per attack. It does not affect their resistance to stun (although see Thick Skull, above), sonics, or other energy attacks.
- **Horns:** Grazerite horns do 1d6 + Strength modifier butting damage in unarmed combat. All Grazerites begin with +1 skill level in *palava*, the traditional Grazerite unarmed combat method, centering on the use of horns to smash one's opponent off-balance. It descends from the primitive contests Grazerite males used to fight for acmission to, and leadership of, the upsol. *Palava* exists solely as a Grazerite athletic sport, similar to Earth wrestling; it is an Unarmed Combat skill based on Strength rather than Agility.

NOTABLE GRAZERITES

Ambassador Jaresh-Inyo represented Vacca III on the Federation Council for 22 years, and was elected President of the Federation in 2371. His deep and abiding concerns for consensus, individual rights, and democracy helped him resist ill-advised emergency measures during the Dominion War after the revelation of a changeling conspiracy in Starfleet.

Grazerite psychologist Dalig-Bentor heads up the counselor program at Starfleet Academy. His pioneering work in the connections between group and individual psychology have overturned academic thought on Vacca III and in the rest of the galaxy.

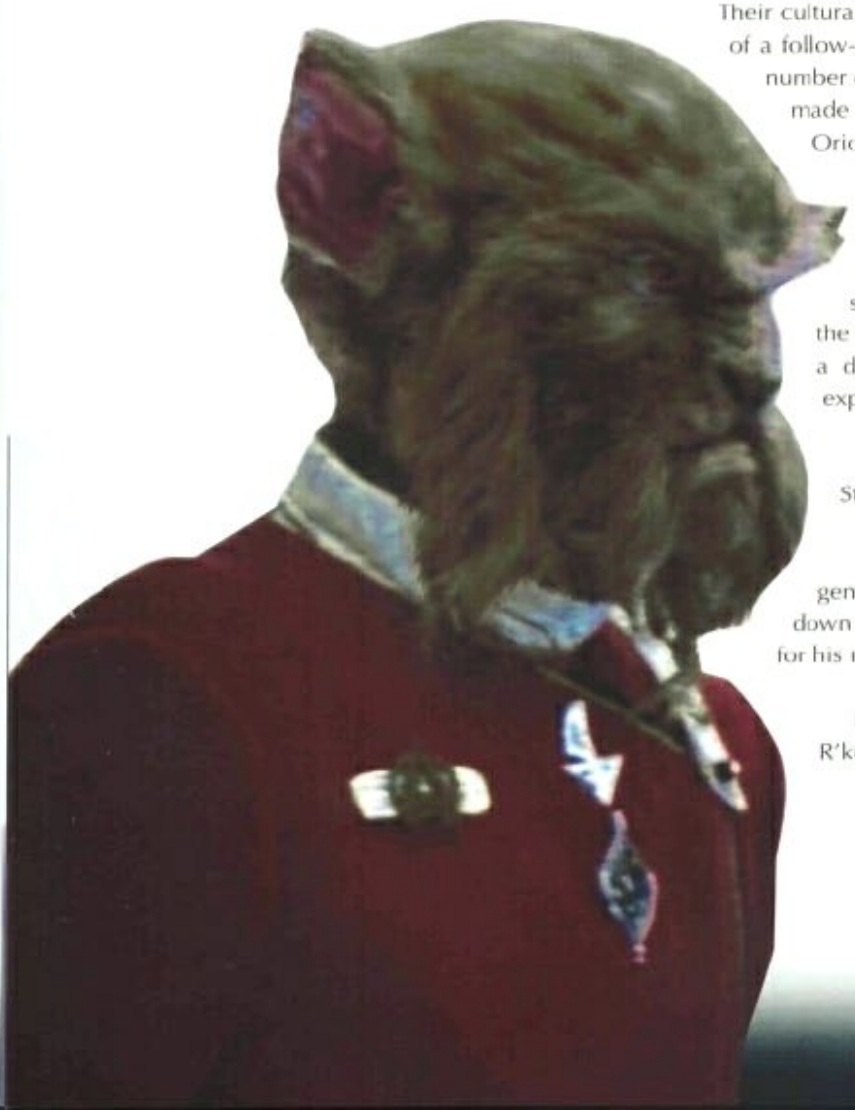
REGULANS

PERSONALITY: The average Regulan is calm, collected, and strongly individualistic. Regulans dislike crowding, dirt, noise, and disputatiousness. Some Regulans can seem finicky or prickly to outsiders, and they remain non-demonstrative of even strong friendships. However, many Regulans put a veneer of flirtatiousness or banter over this private core, especially when dealing with non-Regulans.

PHYSICAL DESCRIPTION: Regulans are slightly slimmer in the hips and chest than Humans, but well-muscled on their lighter frames. Regulans closely resemble Terran felines, with flat noses, fore-mounted eyes, tufted ears, prominent canine teeth, long tails, and sleek fur ranging from deep black to tawny. Female Regulans tend to have longer manes than males.

HOMEWORLD: From their home planet of Regulus V, Regulans have settled a number of colony worlds, including Asref IV, 15 Lyncis II, Regulus III and La'ven III. Regulans from any of these worlds can serve in Starfleet.

CULTURE: Regulans evolved from arboreal predators with many similarities to the smaller Earth feline species such as ocelots or jaguars. Early Regulans spent their whole lives on the move, prowling across hundreds of square kilometers of forest and plain. Regulan society evolved as a loose confederation of matrilineal clans, meeting at specific locations for mining, government, and other relatively fixed functions. Regulan civilization advanced much slower than Earth's, since the Regulans lacked the "trooping instinct" that Earthly primates had. The Regulans acquired star drives from a failed invasion by an aggressive species millennia ago, during their late industrial era. Although it killed hundreds of thousands of Regulans, the war with the Kodom allowed them to bootstrap their technology without overpopulating and devastating their planet's ecosystem.



Their cultural insistence on low population densities (and the fear of a follow-up attack) caused the Regulans to spread out over a number of planets almost immediately after the war; Regulans made first contact with a number of races, including the Orions and the Ferengi, during this exciting "frontier era." When Regulan and Federation ships first met in 2249, it only took a few years of discussion for seventeen of the twenty Regulan colony worlds to accompany Regulus VI into full Federation membership. Regulans merged their Regulan Sky Navy with the Federation's Starfleet, and have continued to provide a disproportionate number of Starfleet's most intrepid explorers and fighting captains ever since.

LANGUAGES: Regulan Standard, Federation Standard.

COMMON NAMES: Regulan names do not follow gender patterns, although they are traditionally passed down through family lines. A Regulan son might be named for his mother, or a daughter for her great-uncle.

REGULAN NAMES: F'rras, K'rrurr, M'morr, P'kyrr, R'kurul, R'ruul, S'rrel.

Favored Profession: Starship officer, especially security and communications work. Many Regulans also enjoy the challenge of science, reveling in the hunt for new information and knowledge. Regulans also work well in intelligence branches. Except for commando units, Regulans make only fair soldiers. Regulan culture has its share of mystics, since individual communion with the divine is a key tenet of Regulan belief.

Species Adjustments: +1 Agility, +2 Perception, –1 Vitality. Although they retain much of the sprightliness and keen senses of their hunting ancestors, their tricky metabolism and relatively light build lessens their ability to take continuous punishment.

Species Abilities:

- **Bonus Edge: Night Vision:** Regulan eyes are optimized for light intensification, thanks to their ancestors' night-hunting habits.

- **Wide-Spectrum Hearing:** Although not as sharp as Vulcan hearing, Regulans can hear sounds in ultrasonic and subsonic frequencies. They also have excellent sound discrimination abilities, and get a +4 species bonus to all Observe (Listen) tests when attempting to tell sounds apart from each other.

NOTABLE REGULANS

Admiral S'rrel became one of the first Regulans to join Starfleet, working his way up the chain of command serving both as Regulan Ambassador to Earth and full-time Starfleet officer. He encouraged other Regulans to join up, and was famous for placing Regulan communications officers onto front-line starships. Many of "S'rrel's get" later served as Regulan ambassadors themselves to planets they first visited as shipboard officers. S'rrel remained a strong supporter of Starfleet in his later years on the Federation Council.

M'morr is 15 Lyncis' best-known archaeologist, and famous in Federation historical circles for her unorthodox theories and for her absolute fearlessness in hunting down proof of some ancient culture or bizarre legend. She specializes in new discoveries, often handing off immense finds to junior scholars for cataloging and publication.

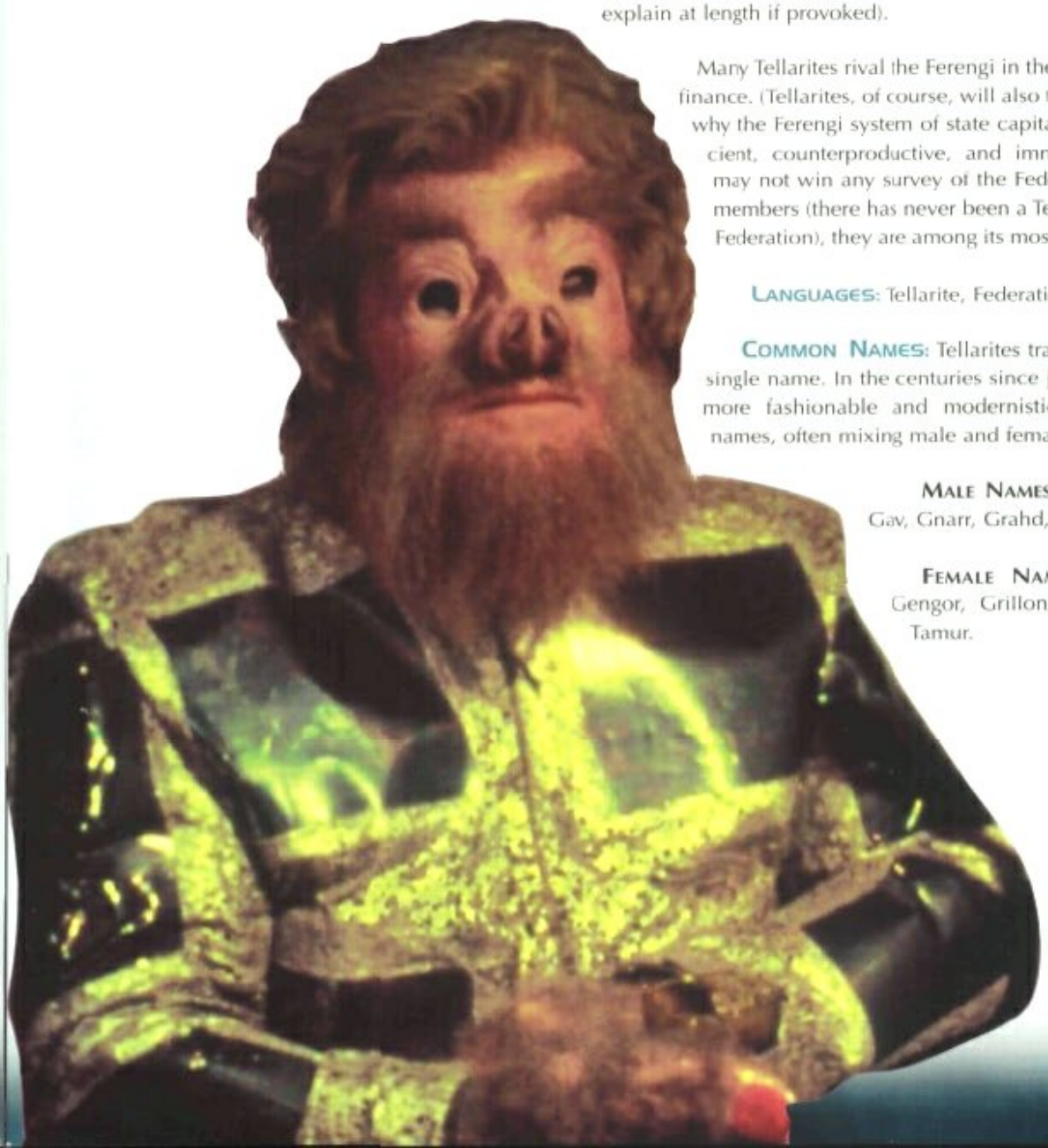
TELLARITES

PERSONALITY: Tellarites argue and debate with glee. Their delight in disputation comes from a powerful desire to know the underlying facts; their investigative, inquisitive, curious nature gives them a great love for objective truth and fact. Where that lies in doubt, they enjoy reasoning out the answers with logical (and incessant) argument. Tellarites often seem gruff, or downright rude, to non-Tellarites. Since this often starts an argument, they seldom mind.

PHYSICAL DESCRIPTION: Tellarites are short, stocky, furry humanoids with flattened, piglike snouts below beady eyes capped with hairy brow-ridges. Their fur ranges from white to dark brown; their skin from pale pink to deep black. Tellarites enjoy wearing bright, gaudy clothing that reflects both their personal taste and any ambient light in the area.

HOMEWORLD: Tellar, the mountainous, wet third planet out from the white subgiant of the same name.

CULTURE: The Tellarites venerate free speech, public debate, and the free exchange of information as the highest accomplishments of society. Second to that, they believe that all problems exist to be solved, especially physical ones. Tellarites have little patience for mystical mumbo-jumbo or "the unexplained"; they tend toward atheism, although every Tellarite possesses a strong ethical code (which he will explain at length if provoked).



Many Tellarites rival the Ferengi in their love of markets and finance. (Tellarites, of course, will also talk your arm off about why the Ferengi system of state capitalism is actually inefficient, counterproductive, and immoral.) Although they may not win any survey of the Federation's most popular members (there has never been a Tellarite President of the Federation), they are among its most loyal and productive.

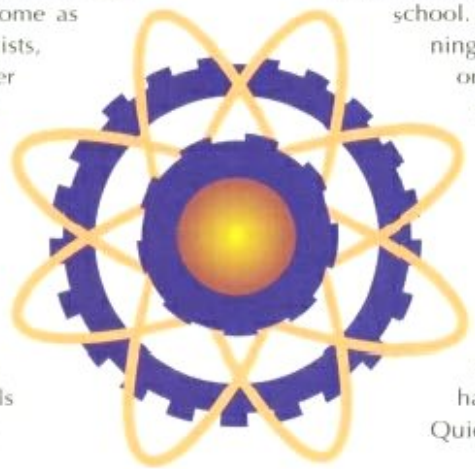
LANGUAGES: Tellarite, Federation Standard.

COMMON NAMES: Tellarites traditionally only have a single name. In the centuries since joining the Federation, more fashionable and modernistic Tellarites take two names, often mixing male and female at random.

MALE NAMES: Brok, Cherok, Gaer, Gav, Gnarr, Grahd, Ranx, Tarnoc.

FEMALE NAMES: Boven, Chabat, Gengor, Grillon, Melbonit, Morbren, Tamur.

Favored Profession: Starship engineer. Tellarites love all things mechanical and intricate; they also find themselves right at home as science officers (especially physicists, chemists, and practitioners of other "hard" sciences) or operations officers (transporter chiefs especially). Tellarites also make excellent merchants and scientists (again, primarily in hard sciences and mathematics). Tellarites who don't feel that they fit into their cunningly-organized culture often become engineers on rogue or mercenary ships, or even turn their own skills toward crime, especially smuggling.



Species Adjustments: +1 Vitality, –2 Presence. Physically sturdy, Tellarites conform to few species' ideal of beauty, and their abrasive personalities don't help.

Species Abilities:

▷ **Bonus Edge: Great Stamina:** The single-minded Tellarites learn to push themselves.

▷ **Bonus Edge: Skill Focus (Craftsman):** Tellarites have a natural affinity with building and repairing mechanical devices, possibly due to superior senses of relative distance, depth, and density.

▷ **Engineering Training:** Every Tellarite receives intensive training in engineering at all levels of school. A Tellarite character at the beginning of play receives +2 levels in any one Engineering skill selected by the player.

▷ **Eye-Hand Coordination:** Tellarite brain-eye structure, and the slightly higher adrenaline and acetylcholine production of the Tellarite limbic system, both contribute to better-than-average reflexes. Tellarites have a +2 species bonus to their Quickness reaction.

▷ **Infrared Vision:** Tellarites can see into the infrared. They suffer no penalties for seeing warm objects (such as most humanoids) in the darkness.

NOTABLE TELLARITES

Tarnoc, the political scientist and diplomat who helped draft the Federation Constitution in 2160, also helped ratify it on his homeworld. His debating skills remain the stuff of Tellarite tall tales and children's stories to this day, and his absolute and unflinching personal integrity continues to inspire even adult Tellarites of all types.

Gnarr began his career as a spaceframe designer, and eventually became head of Starfleet's space design team after Tellar joined the Federation. Frustrated at the weaknesses of conventional metals, he eventually led the team that first refined duranium from pollarium. Since Tellarite companies owned almost all the pollarium mines in the quadrant, he also made Tellar immensely wealthy. Engineer, metallurgist, and financier, he typifies the Tellarite dream.

TIBURONESE

PERSONALITY: Tiburonese project an easy-going, sensual, hedonistic image. Tiburonese enjoy respect without formality, and honor those with open minds. However, their desires can easily become drives; a dedicated, single-minded Tiburonese is far from the contradiction in terms it might seem.

PHYSICAL DESCRIPTION: Tiburonese are taller-than-average humanoids, ranging in color from reddish tan to pale golden. Some Tiburonese have faint stripes on the back of their heads, hands, and legs. Tiburonese have large, elaborately flanged ears and sport a row of tiny, bony protrusions running across the head and down the neck. Many, though not all, Tiburonese of both sexes shave all body hair; others trim theirs into elaborate styles.

HOMEWORLD: Tiburonese are hybrids of the natives of Tiburon and those of Ucal, another Class-M planet in the same system. Both planets have completely interbred.

CULTURE: The highly technological society of the Tiburonese is a direct outgrowth of alien conquest. The war-like, authoritarian Ucali conquered the pastoral inhabitants of the planet Tiburon in a war for resources fourteen centuries ago. The Spartan elites of the Ucali ruled Tiburon with cruelty, allowing the infamous butcher Zora to conduct atrocities in the name of "genetic experimentation" on the Tiburonese populace. However, the native Tiburonese cleverly subverted their captors, tempting them into pleasure, gratification, and eventual decadence. The Ucali finally underwent a total cultural meltdown; their young military cadets and elite soldiers refused to follow the orders of a corrupt regime that no longer practiced the stern asceticism it preached. During a period of anarchy, the Tiburonese population interbred with the Ucali, removing the problem and ending the caste system the Ucali had enforced.

Although the Tiburonese rejected science for centuries, they were forced to maintain an intricate technical infrastructure to keep their planet alive after its looting and devastation by the Ucali. The work of Neprin and others led to a culture and economy heavily dependent on robots and labor-saving devices, freeing the Tiburonese themselves to pursue only joy and pleasure. The brilliant acoustic physicist Dr. Sevrin rebelled against this insulated culture, claiming that over-reliance on technology had weakened the Tiburonese. It does seem to have suppressed their immune systems; the incurable and deadly disease *synthococcus novae* infects hundreds of thousands of Tiburonese.

Fortunately, Tiburonese high technology remains well able to control any problems it may have created (Dr. Sevrin was, it turned out, insane), not least because the Tiburonese treat the satisfaction of curiosity as a crucial pleasure. The joys of scientific investigation and exploration animate Tiburonese culture. They also delight in subverting intolerant or authoritarian regimes. Ever since joining the Federation in 2229, Tiburonese representatives on the Council or in Starfleet constantly urge it to take a more active role in deposing despotic rulers. To many Tiburonese, there are self-evidently higher virtues than the non-interference doctrine of the Prime Directive.

LANGUAGES: Tiburonese, Federation Standard.

COMMON NAMES: Tiburonese take a single name.

MALE NAMES: Beorin, Gavin, Mirrin, Neprin, Sevrin, Wilorin.

FEMALE NAMES: Alari, Estal, Nova, Ryka, Thandi, Vurn.

FAVORED PROFESSION: Science officers or engineers. Products of one of the most intensely technological cultures in the Federation, Tiburonese have plenty of opportunities to study advanced scientific techniques even before joining Starfleet. Many Tiburonese become scientists, and their easy-going charm makes them natural diplomats or lovable rogues. Tiburonese culture does not embrace mysticism.

Species Adjustments: +1 Presence, –1 Vitality. Tiburonese project great charm and charisma with little effort. The advanced nature of Tiburonese medicine, and the extreme comfort of Tiburonese society (combined with the side effects of massive interbreeding with the Ucali) have slowly weakened the Tiburonese genome.

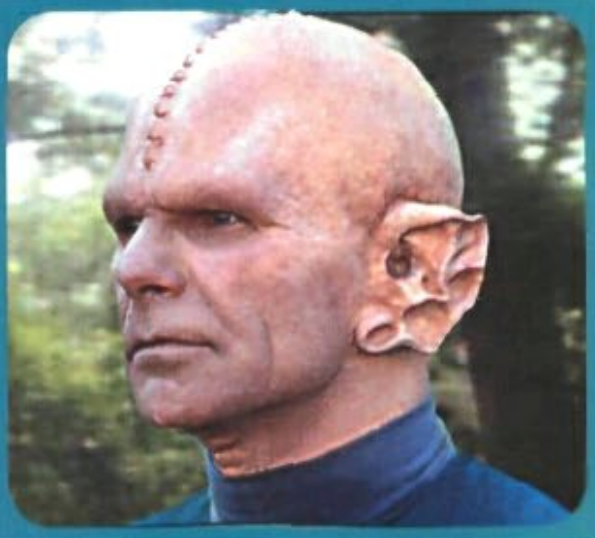
Species Abilities:

- **Amiable:** Friendly and comfortable with others, all Tiburonese gain a +2 species bonus to Influence (Charm) or Influence (Seduce) tests.
- **Gamester:** Tiburonese culture enjoys amusements, Tiburonese may take a +1 species bonus on any Gaming skill test.
- **Technologically Adept:** As the product of the Federation's most technophilic culture, Tiburonese characters receive a +1 species bonus to System Operation or Computer Use skills.

NOTABLE TIBURONESE

Alari, the Tiburonese courtesan who seduced the Ucali High Suzerain in 1154, began the Grand Subversion that transformed Tiburon from an occupied planet into the source of all cultural trends for the system. Her precepts and proverbs guide many Tiburonese even now (if often ironically); one of the best-known is "He who can make love best, never needs to make war."

The neurochemist Neprin pioneered emotional cybernetics, practical robotics, and atmospheric reionization. His scientific principles led to the to the development of the orgone re-oscillator, the key device at the center of Tiburonese energetic biophysics.

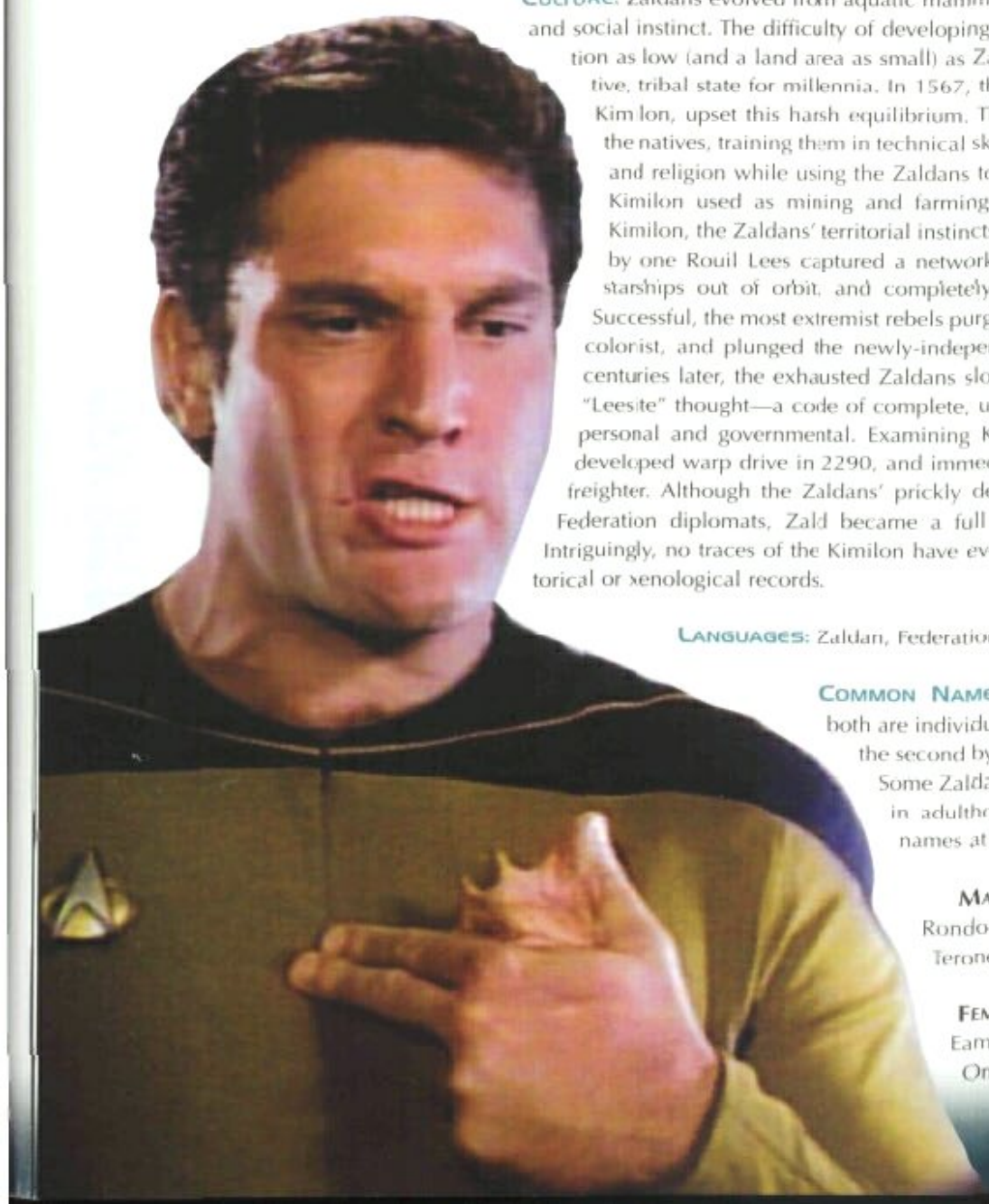


ZALDANS

PERSONALITY: Zaldans are inherently territorial and brusque toward those they conceive as interlopers or outsiders. However, there are few truer friends than a Zaldan who has "adopted" you. Zaldans enjoy hard work, especially hard mental work. The Zaldan ethical code of complete and total honesty means that they don't "get" sarcasm or irony, and often seem rude and abrupt to non-Zaldans. Zaldans consider even elementary social courtesies grossly rude and immoral, although they accept Starfleet discipline as a military necessity.

PHYSICAL DESCRIPTION: Zaldans are bulky humanoids with thick muscles and an extra layer of subcutaneous fat. The average Zaldan is taller than the average Human, and can additionally be distinguished by webbed fingers and toes. Zaldan skin color ranges from grayish-tan to pinkish-white; their hair color runs from deep brown to platinum blond. Off duty, Zaldans dress in leathers, usually trimmed with fur.

HOMEWORLD: Zald (Dolium V) is a cold, oceanic world orbiting a white main-sequence star. Zaldans mostly live in floating cities, drawing power from ocean-thermal conversion and hydrogen fusion. Zaldans mine metal from seawater, and farm the herds of marine mammals on Zald and fields of carnivorous kelp.



CULTURE: Zaldans evolved from aquatic mammals, and retain a strong territorial and social instinct. The difficulty of developing high technology with a population as low (and a land area as small) as Zald's kept the Zaldans at a primitive, tribal state for millennia. In 1567, the coming of alien colonists, the Kimilon, upset this harsh equilibrium. The Kimilon attempted to civilize the natives, training them in technical skills and preaching Kimilon ethics and religion while using the Zaldans to construct the floating cities the Kimilon used as mining and farming stations. Unfortunately for the Kimilon, the Zaldans' territorial instincts remained intact; a rebellion led by one Rouil Lees captured a network of cities, knocked the Kimilon starships out of orbit, and completely liberated the planet by 1916. Successful, the most extremist rebels purged Lees, masscred every Kimilon colonist, and plunged the newly-independent world into civil war. Two centuries later, the exhausted Zaldans slowly unified under the mantle of "Leesite" thought—a code of complete, unflinching honesty in all matters personal and governmental. Examining Kimilon technology, the Zaldans developed warp drive in 2290, and immediately encountered a Centauran freighter. Although the Zaldans' prickly demeanor proved challenging for Federation diplomats, Zald became a full member of the UFP in 2339. Intriguingly, no traces of the Kimilon have ever been found in Federation historical or xenological records.

LANGUAGES: Zaldan, Federation Standard

COMMON NAMES: Zaldans use two names, but both are individual; one is chosen by the parents, the second by oneself upon reaching maturity. Some Zaldans use only their "mature" name in adulthood. Zaldans do not use family names at all.

MALE NAMES: Dafed, Haaret, Lees, Rondon, Rouil, Samton, Termon, Terone.

FEMALE NAMES: Aleish, Cesamet, Eamen, Granauil, Mabevh, Nilika, Omale.

Favored Profession: Any command position. Zaldans love the independence and opportunities that command brings, and their tribal nature makes them surprisingly effective and supportive subordinates, once their confidence is won. Zaldans also make excellent science officers and explorers. Zaldans make very poor starship counselors, and few of them serve as medical officers, either.

Species Adjustments: +1 Strength, +2 Vitality, –3 Presence. Toughened by their harsh world, Zaldan strength unfortunately also shows up in their intense personalities. Zaldans manage to offend even more species than Tellarites or Vulcans, no mean feat.

Species Abilities:

- **Bonus Edge: Excellent Metabolism:** Zaldan biochemistry is highly efficient since it evolved to digest the incredibly dangerous and often toxic Zaldan kelp.
- **Bonus Edge: Unyielding:** Zaldan culture and sociobiology both encourage firmness.
- **Cold Resistance:** The icy Zaldan climate and oceans give Zaldans +4 to any Stamina test against cold. They also take two rounds, rather than one, to suffer the loss of a full Wound Level when exposed to the icy vacuum of outer space.
- **High Lung Capacity:** Although not water-breathers, Zaldans evolved the ability to remain underwater for extended periods of time. A Zaldan can hold his breath for fifteen minutes over and above the amount conferred by his Stamina. After that time has elapsed, he must make a successful Stamina reaction test every minute (rather than every round) or suffer the effects of drowning, asphyxiation, etc. See page 228 of the *Star Trek RPG Narrator's Guide* for Stamina test TNs and other details of the drowning and asphyxiation rules.

NOTABLE ZALDANS

Starfleet Captain Rondon currently commands the deep-space exploration vessel *U.S.S. Jah'tor*. A brave and clever officer, he wisely keeps a Vulcan anthropologist and a Betazoid historian on his staff to handle first contact missions. Rondon takes a strong interest in Starfleet Academy, and often serves on entrance examination panels.

Ambassador Samton is the Zaldan representative on the Federation Council, and almost the only Zaldan diplomat as such in the Galaxy. Samton has managed, in his tenure, to grievously offend Regent Cuzar of the Evora, two Romulan Senators, and the Pakled ambassador. This is why Zaldans usually use Vulcan consuls for their diplomatic dealings with other worlds, telling them "Your cowardly willingness to disguise your emotions will serve our world's practical needs." The Vulcans, of course, take no offense.

5 MISSION EQUIPMENT

With missions that can range from rooting out Jem'Hadar diehards to officiating at the diplomatic ceremonies to preventing an outbreak of Rigellian fever, the equipment starship officers carry can vary widely. This chapter gives some more technological tools in the Starfleet inventory, and gives starship officers the lowdown on why they stay there.

OBTAINING EQUIPMENT

Standard Issue

It has long been the hallmark of starship quartermasters that any and every mission can be accomplished with the standard issue equipment package: a communicator, a phaser, and a tricorder, plus a medikit for the doctor. Many an away team lieutenant, eager to load his men down with verteron inducers and gill-packs "just in case" has heard this irritating home truth from the first officer. It isn't any less irritating for being true: starship logs are full of planets pacified, cultures studied, and Romulan invasions foiled with nothing more than a phaser-II and a sufficiently fast hand on the transporter controls. It's vital to get every ounce of use out of the "standard issue" kit before requesting more equipment. Starfleet doesn't like to risk leaving technical gear behind anywhere, especially on primitive worlds (the Iotian precedent still rankles). Even on civilized planets, having state-of-the-art Federation technology fall into the wrong hands (Romulan spies or Orion Syndicate smugglers) erodes the Federation's crucial design and engineering edges over its rivals. In a galaxy with replicators, nothing remains "top secret" for long—but Starfleet works hard for every single day. Captains have these home truths drilled into them by Starfleet Command, and first officers have to report any and all "probable technology loss or contamination" under Regulation 209/7. Furthermore, ship captains don't like (and don't tend to promote) Starfleet officers who depend on gadgets instead of guts, brains, and instinct.

Mission Issue

However, sometimes the parameters of the mission demand something extra. Intelligence operations, reconaissance missions, and charting and survey missions on primitive planets do occasionally call for specialized surveillance or security gear. Military and defense missions (especially during the Dominion War) can see the load-out changed to phaser rifles or even top-line military-grade weapons such as the isomagnetic disintegrator or the tetryon pulse launcher. Emergency response missions might require specialized medical technology, or force field generators to stabilize cave-ins or stop atmosphere leaks. Even worse than losing a transtator, captains hate to lose crew. If the mission really, truly requires a piece of equipment, the captain or first officer will go to the end of the galaxy.

EQUIPMENT RULES

This box gives the specific rules mechanisms for obtaining specialized equipment during the game. Unless the Narrator (or a superior officer) says so, always assume that your character can bring a communicator and PADD on a mission. (In the 23rd century, electronic clipboards are too bulky for landing parties to make a habit of carrying them.) Science officers can almost always bring a tricorder. Except on diplomatic missions and the like, most away teams are issued Type I phasers. Crew members who loudly object to standard issue, or continuously demand more equipment, may well receive fewer Renown points for any given mission—Starfleet doesn't like whiners, even technophile whiners.

To analyze a mission for its equipment requirements is an Administration (Starship) test at TN 15. For military missions, Tactics (Ground) or (Small Unit) can substitute for Administration. Should a Crew officer successfully make such an analysis demonstrating the need for more equipment, they may well be issued it. (Depending on the series, this may take a roleplayed session with the first officer—possibly involving a Persuade test or two—or a Persuade test on the Narrator!)

The rules that follow are for a series with either a grittier or more swashbuckling feel; they model the violation of Starfleet regulations, and may not be suitable for all series. Consult your Narrator before using any of them.

To scrounge equipment may take a few Influence or Persuade tests on fellow shipmates. Otherwise, on a peacetime starship, an uncommon quantity of equipment just sits openly in storage lockers. To find it takes an Investigate (Inspect) test or an Observe (Spot) test in the right area at TN 15. (As a general rule, that TN increases by +5 for a starship during wartime, +5 for a ship on yellow alert, and another +5 for a ship on red alert; all increases are cumulative.) Altering inventory records to obtain (or replace) equipment is a Computer Use (Intrusion) test, also at TN 15 (+5 TN for armory records). Hiding minor contraband (such as a gill-mask, or some latinum) in your quarters is a Conceal (Cache) test at TN 10—but can be opposed by an inspector's Observe (Spot) or Investigate (Inspect) test! Hiding drugs or energy weapons is a punishable offense; it should never be done lightly, as routine internal security scans may detect these items while running "intruder drills" or suchlike. Table 5.1 gives average prices in credits for goods bought on shore leave from Federation member planets. Prices go up in frontier sectors, on technologically-backward worlds, or in areas where wars or cultural eddies create local shortages. In such areas, the credit may not buy as much; the standard rate of exchange with gold-pressed latinum appears in the box on page 62.

Contacting the black market on most worlds is a Streetwise skill test at TN 10, although a Specific World knowledge test or a Social Science (Criminology or Sociology) test at TN 20 might provide similar information. Gaining the confidence of a connection may take Persuade, Influence, or even Impersonate tests. Turning credits into latinum can be done at any number of tourist traps (and other, seedier places on other, seedier planets); the black market will also usually change Federation credits for latinum or the local currency at a 10–60% (roll 1d6 x 10%) markup. As a rule of thumb, starship officers can draw their Promotion value times 2,000 in credits as "petty cash" without any questions. Drawing more requires an Administration (Federation) test at TN 15. Unfortunately, black market prices can be 20–120% (2d6 x 10%) higher than list price, depending on the local government, economy, and tech level. Concealing "scrounged" equipment or black-market transactions in your final report is an Administration (Starfleet) test, opposed by the reader's Investigate or Administration skills.

Scrounging

But if you don't have time to go to the end of the galaxy, and the first officer still doesn't see things your way, there's always scrounging. Fair warning: this simply does not work on tightly-run, well-disciplined ships—Captain Jellico, for example, transfers "scroungers" to planetside duty after a summary hearing. (And they're always cold planets, too.) But other captains run their ships in other fashions. Occasionally, a piece of equipment might be available from the engineering locker, or a friend might loan out something she has been issued for her own mission. Even with isolinear computers, not every hyperspanner and ampule get tracked from mission to mission; some equipment simply gets "unofficially stored in quarters against future emergencies." Starfleet also has few regulations governing shore leave; if the ship makes planetfall on a civilized world with plentiful replicators or a thriving bazaar, you can simply buy a lot of equipment as "souvenirs" with no questions asked by anyone. The bottom line, of course, is whether your mission succeeded or not. If it did, then the first officer may overlook any minor tweaks to the equipment roster that show up.

The Black Market

As an absolute last resort, where life and death and Federation security are at stake, many planets (especially primitive worlds, and those outside Federation space) have a flourishing black market. Buying on the black

market almost always takes latinum; credits can (of course) be traced. Buying on the black market also takes a connection, someone who knows someone who can set you up with a few "never-been-looked-at" photon grenades, or an armored shuttlecraft once owned by a sweet little Klingon lady who only used it to invade the neighbor's yard. Again, Starfleet forgives much in the cause of success; if an enterprising officer "accidentally" came across a crate of Romulan disruptor-rifles, more power to her. However, any Federation equipment bought on the black market should be destroyed, or reported to your superior officers—so that the leaks can be traced, and the smugglers caught and punished. Hopefully, the question of how and why, exactly, you uncovered the ring of Orion pirates and their supply of illicit isomagnetic disintegrators won't come up. You might even get a promotion for initiative out of it.

Personal Equipment

Earpiece Transceiver

Specifications: 6 x 2.5 x 2.5 cm; mass 0.03 kg

Description: Primarily used aboard 23rd-century starships, this device allows subvocal communication with the ship's computer or communications system without disturbing nearby personnel. The device fits into the ear, with a miniature speaker broadcasting messages to the user. A bone conduction microphone transmits the user's subvocalizations to the starship's

1 credit = 20 latinum slips
1/5 latinum strip
1/100 latinum bar

TABLE 5.1: SAMPLE PRICES

Item	Price (Credits)
Personal Equipment	
Earpiece transceiver	125
Injectable translator	750
Flight vest	4,000
Rocket boots	2,500 (if available)
Universal translator	500
Medical Equipment	
Anabolic protoplaser, basic	750
Anabolic protoplaser, surgical	900
Drug ampule	10–60 x drug TN
Energy scalpel	800
Medical scanner	800
Neural neutralizer	100,000 (black market only)*
Psychotricorder	5,000
Stasis backboard	6,000
Engineering Equipment	
Antigravity lifter	1,000
Polaron probe	625
Replicator multitool	800
Verteron inducer	400
Security and Surveillance Equipment	
Camouflage hologenerator	9,000
Exographic sensor	800
Force field generator, portable	12,000
Holobase	18,000
Weapons	
Holdout phaser	3,000 (black market only)*
Isomagnetic disintegrator	10,000 (black market only)*
Photon grenade	1,000 (black market only)*
Photon mortar	40,000 (black market only)*
Stun grenade	500 (black market only)*
Tetryon pulse launcher	50,000 (black market only)*

*Excluding Starfleet, which may make this equipment available to officers on a per-mission, as-needed basis.

communications or computer system. In emergencies, earpiece transceivers can also be used to communicate discreetly with the ship's computer without the knowledge of mutineers or invaders.

Rules: Using an earpiece transceiver is a System Operation test, at +2 TN due to the relative difficulty of subvocalization. Overhearing a subvocalized instruction is an Observe (Listen) test (TN 25). Earpiece transceivers depend on shipboard library-computers for translation or decoding.

Duration/Energy: 50 hours

Range: 10 km

Flight Vest

Specifications: Depending on user, usually 2 x 1 m x 1.5 cm; mass 4 kg

Description: A combination of sporting device, emergency response vehicle, and commando gear, the flight vest occupies an anomalous position in Starfleet equipment inventories. Challenging to use, difficult to maintain, and dangerous to the unwary, flight vests seldom appear on mission manifests. However, the dream of personal flight has kept them popular in civilian areas, and in the hands of a trained specialist they can be as effective as any other means of transport.

The flight vest is a boronite whisker epoxy sheath wrapped around a personal antigravity generator coupled to a powerful turbine. In a normal class-M atmosphere it has a top speed of 30 kph. The vest can support a maximum of 210 kg of passenger and cargo, including the mass of the user. However, if the vest carries more than 120 kg, its top speed is reduced to 10 kph. In a vacuum the device adds a compressed-gas projector, and has an acceleration of 2 Gs, reduced to 0.5 Gs if carrying more than 120 kg. Users control the vest by voice commands or through a special set of gloves linked to the vest by short-range transceiver. These gloves translate the user's finger movements into commands to the vest. All users learn both methods of controlling this device.

Rules: Using the flight vest requires a skill test (TN 15) against the skill Flight Vest (a skill under the Operate Vehicle skill group, see page 32). Skill tests (at increased TNs) must always be made to perform any sort of complex aerobatics, including those needed to dodge weapon fire. A flight vest has 1 point of armor. If damage penetrates the armor, roll one die every round: If the die roll is lower than the number of damaging hits on the vest, the vest fails and the user plummets helplessly to the ground. Every hit drops 5 kph off the vest's top speed, and 30 kg off its top carrying capacity. If the vest takes four hits or more without failing, safety mechanisms force the vest to land immediately. If the vest takes seven hits or more, the vest fails immediately, and the user plummets as above.

Duration/Energy: 100 hours normal use; 10 hours of top-speed heavy use

Rocket Boots

Specifications: Roughly 30 x 20 x cm; mass 4 kg

Description: Even more insanely dangerous than flight vests, 23rd-century rocket boots combine antigravity projectors with small plasma rockets for personal propulsion. Only hobbyists continue to use them in the 24th century. Rocket boots can speed the flier at 60 kph in a normal class-M atmosphere, and support a maximum of 210 kg including the wearer. They are controlled by toe-click interface, or by voice command.

Rules: Using rocket boots requires a skill test (TN 20) against the skill Rocket Boots (a skill under the Operate Vehicle skill group, see page 32). Complex aerobatics require a test against both Rocket Boots and Gymnastics (Aerobatics); any failure sends the user into a tumble, which requires a further skill test against Rocket Boots (TN 20) to recover from.

Duration/Energy: 10 hours; 1 hour of top-speed heavy use

Universal Translator

Specifications: 28 cm x 3.5 cm x 3.5 cm; mass: 0.2 kg

Description: Originally developed in the early years of Starfleet deep-space exploration by Lt. Hoshi Sato, the universal translator (UT) analyzes verbal input and compares it with its linguistic data bank. Instant translation is available between any of the many thousands of languages stored in the translator. This translation is fully two-way, so both parties can hear the other's speech in their own language. Although Starfleet communicators (and later combadges) include basic UTs, away teams away from their ship's linguistic banks or dealing with unusual languages carry portable universal translators.

Rules: The 22nd-century prototype UT designed by Lieutenant Hoshi Sato could store 100 languages at a time; by the 23rd century, full UTs hold between 150 and 700 languages. 24th-century UTs contain 1000 or more languages, often including archaic or extinct Vulcan, Klingon, and Human ones. Individual mission

TRICORDER

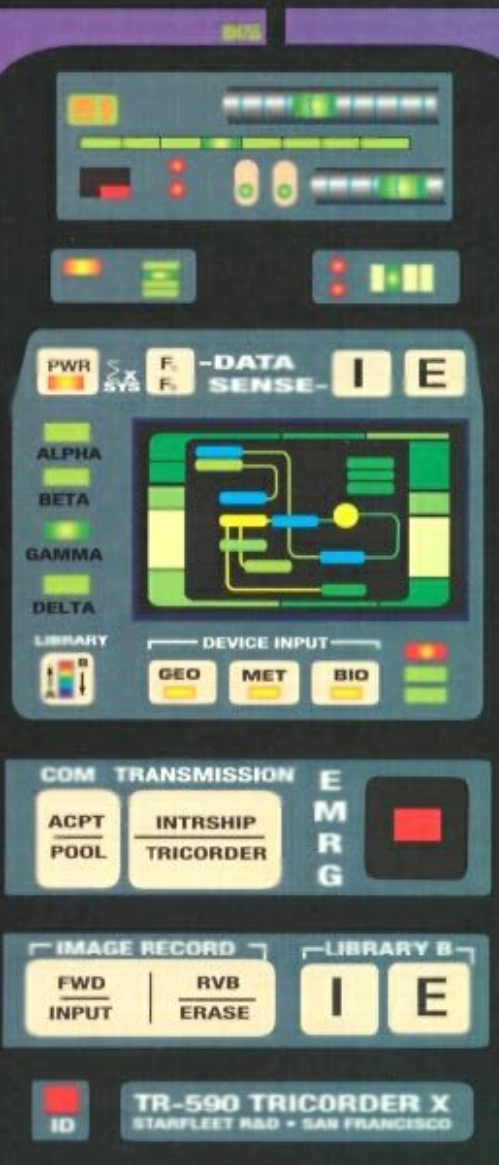
ON ANY MISSION, YOUR TRICORDER WILL OFTEN SPELL THE DIFFERENCE BETWEEN "ENOUGH INFORMATION" AND "DEAD." BENEATH ITS TOUGH DURANIUM CASING, IT HOLDS A POWERFUL VARIETY OF TOOLS AND OPTIONS FOR THE INTELLIGENT AWAY TEAM MEMBER. THE CONTROL PANEL ON A 24TH-CENTURY TRICORDER READS AS FOLLOWS:

PWR STBY: STANDBY MODE INDICATOR.

F1/F2: DUAL FUNCTION CONTROL SWITCH.

I & E: INTERNAL AND EXTERNAL SWITCHES. "I" SETS THE TRICORDER TO RECEIVE DATA FROM ITS OWN ONBOARD SENSORS; "E" SLAVES IT TO ANOTHER SENSOR OR COMPUTER SUCH AS A PROBE, A DRONE, OR A STARSHIP. ANY COMPUTER USE TEST MADE AGAINST A DIFFERENT COMPUTER THROUGH A TRICORDER IS AT A BASIC +1 TN FOR INEFFICIENCY; HOWEVER, A TRICORDER'S CONCEALABILITY AND PORTABILITY MAKES IT AN EXCELLENT REMOTE TERMINAL FOR COVERT COMPUTER INVASION.

DISPLAY SCREEN: DISPLAYS ANY AUDIOVISUAL DATA, INCLUDING LIBRARY DATA OR SENSOR DATA, HELD IN OR RECEIVED BY THE TRICORDER. TRICORDER SCANS CAN THUS DELIVER AN INFRARED, ULTRAVIOLET, SONIC-IMAGERY OR OTHER DISPLAY TO USERS, ALLOWING OBSERVE (SPOT) (AT THE STANDARD TRICORDER +5 TO SKILL) OR SYSTEM OPERATION (SENSOR) TESTS AT TRICORDER RANGES FOR OTHERWISE INVISIBLE INTRUDERS OR OBJECTS. USING A TRICORDER AS A TACTICAL DISPLAY ALSO ADDS +1 TO TACTICS (SMALL UNIT) SKILL FOR PLOTTING (OR AVOIDING) AMBUSHES.



ALPHA, BETA, GAMMA, DELTA: INDICATOR LIGHTS LET THE USER KNOW WHETHER THE TRICORDER IS RECORDING (ALPHA), ACCESSING (BETA), PROCESSING (GAMMA), OR TRANSMITTING (DELTA) DATA.

WHERE NO SPECIFIC RULES ARE GIVEN, ASSUME A SIMPLE SYSTEM OPERATION (TRICORDER) TEST (TN 5) TO BE SUFFICIENT TO PERFORM THE LISTED FUNCTION. UNLESS NOTED ELSEWHERE IN THE STAR TREK RPG PLAYER'S GUIDE, ASSUME ALL 23RD-CENTURY TRICORDER PERFORMANCE STATS ARE TWO-THIRDS AS EFFECTIVE AS THOSE GIVEN HERE. THE MORE PRIMITIVE CONTROLS ON 23RD-CENTURY TRICORDERS ALSO MAKE ALL TRICORDER TESTS EXCEPT THE STARRED ONES (*) MORE DIFFICULT (+2 TO TN).

ABOUT YOUR TRICORDER • 062495

LIBRARY A/B: THE "A" FUNCTION DIRECTS THE UNIT TO STORE DATA IN ITS MAIN MEMORY; "B" DIRECTS IT TO STORE DATA ON ONE OF TWO REMOVABLE ISO-LINEAR CHIPS.

GEO/MET/BIO: THESE SWITCHES DIRECT THE UNIT TO PERFORM GEOLOGICAL, METEOROLOGICAL, OR BIOLOGICAL (LIFE-FORM) SCANS. WHEN USED WITH THREE ADJACENT BUTTONS, THE UNIT CAN CONTROL AND RECEIVE DATA FROM UP TO 27 REMOTE INFORMATION SOURCES. USING BUILT-IN STANDARD SENSORS, THE TRICORDER CAN PERFORM THE FOLLOWING BASIC SCANS:

BIOLOGICAL, LONG-RANGE: DETECTS THE NUMBER, ORDER (HUMANOID, REPTILIAN, ENERGY-BEING), AND POSITION OF ALL LIFE-FORMS OF A GIVEN SIZE WITHIN ITS LONG RANGE (2 KM). THIS IS A SYSTEM OPERATION (SENSOR) OR LIFE SCIENCES (BIOLOGY) TEST (TN 10). THE TRICORDER CAN ALSO TRACK INDIVIDUAL LIFE-FORMS WITHIN RANGE (TN 15). THESE, AND ALL TESTS, ARE STILL AFFECTED BY STANDARD RANGE MODIFIERS, BUT ANY SCIENCE SKILL TEST USING A TRICORDER IS STILL AT +5.

BIOLOGICAL, SHORT-RANGE: DETECTS THE SPECIFIC SPECIES (IF KNOWN TO ITS DATABANK) OF ANY LIFE-FORM WITHIN SHORT RANGE (25 M), WITH TESTS AS ABOVE (TN 10). THIS SCAN ALSO GIVES GENERAL MEDICAL INFORMATION ABOUT THE BEING'S LIFE-SIGNS WITH A SYSTEM OPERATION (MEDICAL) OR MEDICINE TEST (TN 10).

GEOLOGICAL, LONG-RANGE: DETECTS, LOCATES, AND MAPS LARGE CAVES, SIGNIFICANT MINERAL DEPOSITS, AND IMPORTANT GEOLOGICAL FEATURES SUCH AS FAULT LINES WITH A SYSTEM OPERATION (SENSOR) OR PLANETARY SCIENCE (GEOLOGY, MINERALOGY, OR VULCANOLOGY) TEST (TN 10). THIS SCAN ALSO DETERMINES THE ROUGH CHEMICAL COMPOSITION OF ANY SUBSTANCE WITHIN RANGE WITH A SYSTEM OPERATION (SENSOR) OR PHYSICAL SCIENCE (CHEMISTRY) TEST (TN 10). IT CAN ALSO TRACK LARGE CONCENTRATIONS (10 KG OR MORE) OF A DESIRED SUBSTANCE WITH A SYSTEM OPERATION (SENSOR), PHYSICAL SCIENCE (CHEMISTRY) OR PLANETARY SCIENCE (GEOLOGY, METALLURGY) TEST (TN 10).

GEOLOGICAL, SHORT-RANGE: DETECTS, LOCATES, AND MAPS SMALL CAVES AND CONCEALED FEATURES SUCH AS UNDERGROUND WATER OR SMALL MINERAL CACHES, LOCATES SMALL CONCENTRATIONS (10 G OR MORE) OF DESIRED SUBSTANCES, AND ANALYZE EXACT CHEMICAL COMPOSITIONS; ALL WITH TESTS AS ABOVE.

METEOROLOGICAL, LONG-RANGE: ANALYZES LOCAL WEATHER PATTERNS, CHECKS ATMOSPHERIC SAFETY, PREDICTS THE WEATHER UP TO 20 HOURS IN ADVANCE, AND DETECTS UNUSUAL PHENOMENA SUCH AS IONIC INTERFERENCE WITH A SYSTEM OPERATION (SENSOR) OR PLANETARY SCIENCE (METEOROLOGY) TEST (TN 10). USING THE METEOROLOGICAL SYSTEMS ON A TRICORDER ADDS +2 TO ANY RELEVANT SURVIVAL TEST MADE THAT DAY. THIS SETTING ALSO REVEALS THE MAGNITUDE, TYPE, AND LOCATION OF ANY LARGE ENERGY SOURCES WITHIN ITS RANGE (SUCH AS SHUTTLECRAFT ENGINES, CAMPFIRES, OR RADIOACTIVE METALS) WITH A SYSTEM OPERATION (SENSOR) OR PHYSICAL SCIENCE (PHYSICS) TEST (TN 10). TRICORDERS CANNOT DETECT NEUTRINOS OR SUBSPACE ANOMALIES WITHOUT SPECIALIZED MODIFICATIONS; ALL TRICORDER SCAN OR SENSOR TNS ARE +10 IN THE PRESENCE OF THORON RADIATION.

METEOROLOGICAL, SHORT-RANGE: ANALYZES THE SPECIFIC COMPOSITION OF THE LOCAL ATMOSPHERE, DETECTS AND LOCATES SMALL ENERGY SOURCES (SUCH AS ANOTHER TRICORDER OR A CONCEALED PHASER) WITHIN SHORT RANGE; AGAIN WITH TESTS AS ABOVE.

COMM TRANSMISSION: THESE FOUR SWITCHES GOVERN COMMUNICATION WITH OTHER DEVICES. "ACCEPT" ALLOWS THE TRICORDER TO RECEIVE REMOTE INFORMATION; "POOL" NETWORKS IT WITH OTHER DEVICES; "INTERSHIP" LINKS IT WITH A SHIP'S COMPUTER; "TRICORDER" LINKS IT WITH OTHER TRICORDERS IN RANGE. THESE SYSTEMS PRIMARILY AID IN USING TRICORDERS AS COMPUTERS. POOLED TRICORDERS ALLOW MORE COMPLEX PROGRAMMING WITH COMPUTER USE (PROGRAMMING) TESTS; TWO TRICORDERS CAN SUPPORT AN AVERAGE (TN 10) PROGRAM, FOUR CAN SUPPORT A CHALLENGING (TN 15) ONE, EIGHT CAN SUPPORT A DIFFICULT (TN 20) ONE. LIKE A PERSONAL COMMUNICATOR, A TRICORDER CAN CONTACT A STARSHIP UP TO 60,000 KM AWAY, OR ANOTHER TRICORDER OR COMMUNICATOR UP TO 500 KM AWAY.

EMRG: THIS EMERGENCY TRANSMISSION BUTTON IMMEDIATELY SENDS ALL OF ITS STORED DATA TO A DESIGNATED RECEIVER (USUALLY THE STARSHIP), ENCRYPTED AT BURST SPEED. DUMPING AN ENTIRELY FULL TRICORDER TAKES 10 MINUTES; EMERGENCY TRANSMISSION SHUTS DOWN ALL OTHER FUNCTIONS. INTERCEPTING A BURST TRANSMISSION NOT INTENDED FOR YOU IS A CHALLENGING SYSTEM OPERATION (COMMUNICATIONS) TEST (TN 15); DECRYPTING IT IS A DIFFICULT COMPUTER USE (ENCRYPTION) TEST (TN 20) WITHOUT SPECIALIZED CODE-CRACKING SOFTWARE.

IMAGE RECORD: THIS ALLOWS THE TRICORDER TO RECORD, PLAY BACK, AND EDIT ANY AUDIOVISUAL (OR OTHER SENSORY) RECORDINGS MADE BY THE UNIT. MAKING A BASIC RECORDING IS A ROUTINE SYSTEM OPERATION (TRICORDER) TEST (TN 10); ALTERING, FAKING EDITING, OR ENHANCING IT, OR INCLUDING NON-AV DATA MAKES IT MORE CHALLENGING (+3 TO +7 TN). A TRICORDER CAN STORE UP TO 2,000 HOURS OF HIGH-DENSITY RECORDING IN ITS INTERNAL MEMORY.

ID: THE TOUCH PAD CAN BE CALIBRATED TO A SINGLE USER'S UNIQUE BIOELECTRIC "SIGNATURE," PREVENTING OTHERS FROM USING THE TRICORDER OR ACCESSING ITS DATA. CIRCUMVENTING THE ID FEATURE IS A REPAIR (TRICORDER) OR COMPUTER USE (INTRUSION) TEST (TN 20), OR A FORGERY (IDENTIFICATION) TEST (TN 15).

profiles dictate which languages the UT is programmed with; archaeologists use different UTs than first-contact teams. Between languages stored in a UT databank, translation is perfect. With most new languages, the UT adds +5 to the relevant Language skill for each ten minutes of detailed conversation, up to a total of +15. *(Using a UT is the equivalent of training in a language,* obviously.) Extraordinarily difficult alien tongues, such as the metaphorical speech of the Tamarians or the insectile clicks and rasps of the Sheliak, can take much longer to decipher. Using a UT also gives a +7 bonus to Social Science (Linguistics) tests.

Duration/Energy: 1,000 hours + induction recharging

Range: A UT can "overhear" conversations from up to 50 meters away

Injectable Translator

Specifications: Implanted, negligible mass

Description: The biggest drawback to universal translators is their extreme visibility. For someone wishing to appear to be a native speaker of a language a universal translator is useless. Implanted into the user *(usually by hypospray injection), a microminiaturized* translator translates subvocalized words into the correct speech, transmitting them through the user's larynx for amplification. Thus, the user seems to be speaking the programmed language like a native, in his natural voice. Most versions of this implant also contain a miniature beacon for keeping a transporter and sensor lock on the user.

This device, originally known as the subcutaneous transponder, was designed to allow Federation anthropologists and first-contact specialists to live covertly among aliens while not revealing off-world technology. Because of this usage, translation implants are shielded from all scans except for close-range scans, such as those performed by a Federation medical tricorder, or extremely powerful ones, such as shipboard transporter sensors. Today, legitimate merchants, as well as spies and con artists, also make use of the injectable translator implant.

Rules: 23rd-century subcutaneous transponders can only store six languages; their locator beacon operates at up to 26,000 km. 24th-century injectable *translators can store 20 languages; their locator beacon* operates at up to 60,000 km. Detecting the minute hesitation and slightly unusual lip motions of a person using an injectable translator is an Observe (Spot) test (TN 20).

Duration/Energy: 1,000 hours + induction recharging

Medical Equipment

Anabolic Protoplaser

Specifications: *Basic model:* 18 x 3 x 3 cm; mass 0.2 kg; *Surgical model:* 28 x 4.5 x 4.5 cm; mass: 0.3 kg

Description: The anabolic protoplaser heals medium-sized and smaller wounds almost instantly, even removing scar tissue. It runs a tightly-collimated protoplasm-stimulation beam over the surface of the injury, *causing it to simply regrow itself. A larger, surgical ver*sion of the anabolic protoplaser is designed specifically to heal serious burns, deep cuts such as surgical incisions, and other severe trauma. Physicians planning to enter battlefields or disaster areas sometimes include the surgical version in their medical kits.

Rules: The basic anabolic protoplaser cannot heal any wound longer or deeper than 6 cm; it provides a +5 skill test bonus to untrained First Aid tests. In the hands of a trained medical professional, it removes one Wound Level of damage completely with only a Simple test. It can only heal wounds or burns up to 6 cm long or deep. The surgical version provides the same bonus to untrained First Aid tests, but in the hands of a trained medical professional, it removes two Wound Levels of damage with a Routine test. It can only heal wounds or burns up to 10 cm long or deep. Like the dermal regenerator, the anabolic protoplaser can only be used once per injury.

Duration/Energy: *Basic model:* 100 hours + induction recharging; *Surgical model:* 25 hours + induction recharging

Energy Scalpel

Specifications: 5.5 x 3.5 x 3.5 cm; mass: 0.1 kg

Description: While Federation medicine can solve many problems without the need for surgery, it is still sometimes necessary. Energy scalpels provide a precisely controlled cutting beam of phaser-like energy. Linear beam energy scalpels produce a line that cuts everything in its path. Simple controls on the side can vary the length of the beam between 0.5 and 8 cm. Focal point energy scalpels produce a single pinpoint of cutting energy between 0.5 and 8 cm away from the end of the device. This cutting point allows physicians to actually cut below a patient's skin without

actually making an external incision. In the 24th century, the biphase energy scalpel combines the two types into one multi-tool. Energy scalpels can cut flesh, bone, wood, and most organic composites and plastics, but not metal, crystal, hard rock, or other tough materials.

Rules: A trained physician must succeed in a Medicine (Surgery) test (TN 15) to correctly use an energy scalpel. Using an energy scalpel as a weapon can only be done at closer than point blank range (8 cm); it does 1d6+3 damage per round of continuous use.

Duration/Energy: 100 hours

Medical Scanner

Specifications: 6 x 3.5 x 3.5 cm

Description: A small, portable device for obtaining immediate medical readings, medical scanners reached the height of utility in the 23rd century. Some 24th-century doctors continue to use them, but most have switched to the more powerful and versatile (though bulkier) medical tricorder. A medical scanner does not diagnose specific diseases, but it does furnish precise information on the patient's heart rate, blood pressure, temperature, and level of blood oxygen. In addition, it can accurately detect and localize significant infection or internal tissue damage. This information is displayed on a series of six readouts on the bottom of the cylindrical device.

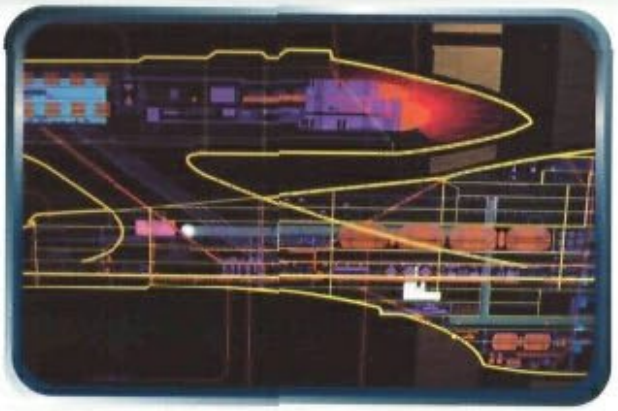
Rules: Using a medical scanner takes 1 round and requires a successful Medicine skill test (TN 10). Diagnosing the patient and prescribing treatment may require further Medicine tests against specific specialties, depending on the patient's condition.

Duration/Energy: 100 hours

Neural Neutralizer

Specifications: 2 cubic meters; mass 1.5 tons (including control console)

Description: Dr. Simon van Gelder invented the neural neutralizer in 2264 to suppress or soften traumatic memories, and remove violent tendencies, in the insane. The device consists of a chair with a moveable headset and restraints, a dedicated neurological-analysis computer, and a sophisticated control panel. Using extremely complex biofeedback software, imaging technology, and sonic stimuli, the neural neutralizer scans and alters memories and emotions. Neural neutralizers are used in treating post-traumatic stress and other disorders on some ships, but 24th-century Starfleet practice depends primarily on personal therapy from the ship's counselor. Neural neutralizers (with proper safeguards) remain common in sanitariums in the Federation and elsewhere. The Klingon Empire modified neural neutralizer technology in the 23rd century to use as a "mind-sifter," or "mind-ripper" for interrogation and torture of suspected rebels or spies, but following the Khitomer Accords, it has rejected such methods as dishonorable. Starfleet Intelligence believes that the Romulan Empire also uses neural neutralizer technology in this way; Cardassian torturers, with more limited technological options, seem to prefer the personal touch.



Rules: Using a neural neutralizer successfully requires a Medicine (Psychology) test (TN 15). (23rd-century Klingon or 24th-century Romulan interrogators use an Indoctrinate (Neural Neutralizer) test, also at TN 15.) A failure knocks the patient unconscious; a complete failure removes 1d6 points of Intellect for the next week. (If temporary Int drops to 0, or on a disastrous failure, the patient loses 1d6 points of Intellect permanently from the next complete failure.) A successful use allows the user to implant or alter emotions, thoughts, and memories with a second test, the equivalent of a psionic test. The operator makes this second psionic-equivalent test as if using the Empathy or Telepathy skill at a level of 1, plus the amount by which the user made his original skill test, or the Mind Control skill at 1 plus half that level (rounding down). That skill-equivalent stacks with any actual psionic skills the user possesses, or a psion working with the neural neutralizer's operator can receive the same bonus to use his own skills on the patient. The patient can resist both the initial Neural Neutralizer test and the psionic-equivalent test as a normal psionic test; using either her Willpower reaction or Mind Shield skill. A patient using Mind Shield successfully can choose to reveal nothing, the truth, or "screen memories," and does not take any Intellect damage from the user's failures.

Example: The Klingon torturer Klesh has Indoctrinate (Neural Neutralizer) +5 and an Int of 12 (+3 modifier). He rolls two dice for an 8; his total roll is that 8, +5 for skill, +2 for the specialty, +3 for his attribute, for a total of 18. Since that's 3 above the TN, he would be able to make a psionic test to instill cowardice in Commander Decker as if his Empathy skill were +4, to read his mind for military information as if his Telepathy skill were +4, or even attempt to convince her to murder her captain as if his Mind Control skill were +2. (As an

TABLE 5.2 MORE HYPOSPRAY AGENTS

These are some further medications used by Starfleet doctors in medical kits and starship sickbays. The TN in the table is the TN of the First Aid or Medicine skill test needed to correctly set and administer the proper dosage with a hypospray.

Agent	TN	Duration	Effect
Alizine	5	1d6+2 hours	Removes negative effects of an allergy
Analeptic	10	1d6 hours	Removes action penalties from Dazed or Injured patients; does not affect actual Wound Level
Anetrizine	15	1d6 hours	Anesthetizes cranial nerves for power 3 Stun effect; a complete failure on the dosage causes neural damage (–1d6 to Intellect for 1d6 days); a disastrous failure makes this damage permanent
Animazine	10	1d6 hours	Stimulant; Confers +3 to Willpower reaction test vs. soporifics, hypnotism, or any other calming agent
Arithrazine	15	10d6 min/perm	Confers +6 to Stamina reaction test vs. theta radiation/restores attribute reduction caused by theta radiation by 1d3/dose
Asinolyathin	5	2d6+3 hours	Pain reliever; reduces action penalties from Dazed or Injured patients by half
Axonol	10	variable	Stun effect (equal to power 2 per dose); Vulcans, Ferengi, and Romulans are at +3 to Stamina to resist; can also be administered in aerosol form.
Benjisidrine	15	12 hours	+1d6 bonus to Vulcan Stamina tests to resist heart disease
Benzocyatizine	15	4 hours	+1d6 bonus to Trill Stamina tests to resist disruption of symbiont-host functions
Cateline	15	1d6 hours	Simulates aphylactic shock; forces an immediate Stamina test against TN 13 to prevent taking 3 points of damage and a power 1 stun effect
Cervaline	10	1d6 hours	Antirejection drug; confers +8 to Stamina reaction test vs. tissue rejection
Chloromydride	10	permanent	Stabilizes injury; restores 1 point of damage per dose; to be used if inaprovaline is ineffective
Coradrenaline	10	2d6 hours	Immediately halves all damage from frostbite and hypothermia
Corophizine	10	2d6 hours	+1d6 bonus to Stamina tests to resist bacterial diseases

added bonus, that further, psionic test would be at +2, for point-blank range.) If Klesh is working with a rogue telepath, that telepath could add the neutralizer's +4 to his own Telepathy skill.

A psion can detect any suppressed memories, implanted emotions, etc. with a Mind Meld or Telepathy test (TN 15), or with an Empathy test (TN 20). Restoring memories, removing emotions, etc., can be done with either an extended Medicine (Psychology) test, with further psionic tests, or with another stint in the neural neutralizer.

Duration/Energy: This device must be connected to an external power source

Psychotricorder

Specifications: As normal tricorder

Description: The psychotricorder is essentially a highly-modified medical tricorder optimized solely to scan, record, and display the memories of a subject at any time within the last 30 days, after which the short-term memory accessed by the device has faded beyond recall. (Subjects with the Eidetic Memory edge can be scanned more than 30 days after the event.) Recorded memories can then by analyzed by a computer, viewed upon the unit's display screen, or transferred for viewing on a larger view screen. Recorded memories contain all sensory information and subvocalized murmurs of the subject; they are not a complete record of the subject's thoughts or emotional state, and (for example) a psychotricorder record cannot tell if the subject was hallucinating, psionically controlled, or otherwise deluded. The psychotricorder record also cannot detect whether a given memory was telepathically implanted. A psychotricorder cannot be used on an unwilling subject; images of walls, blank space, or angry shouts will fill the recording. Although there was a brief flurry of psychotricorder use in criminal investigations after the device's invention in 2262, questions of reliability, usefulness, and civil rights prevented its wholesale adoption by the Federation. Some planets, however, retain psychotricorders as legal options.

Rules: Using a psychotricorder requires a Medicine (Psychology) test (TN 15). All TN penalties

TABLE 5.2 MORE HYPOSPRAY AGENTS

Agent	TN	Duration	Effect
Certolin	10	1d6 rounds	Removes stun effect; similar to netinaline
Delapholine	15	permanent	Removes one Fatigue Level caused by psionic exertion
Desegranine	15	2d6 hours	+2d3 bonus to Willpower reaction tests (or Academic tests) to recover lost memories; Cardassians receive a further +3 species bonus to this test
Fermazine	10	1d3 hours	Stimulant; confers +2 Health per dose, resulting mood swings temporarily remove 1 Presence per dose
Hyperzine	10	permanent	Cardiac stimulant; removes 3 Wound Levels caused by cardiac arrest
Inpedrezine	15	1 day	Halves healing time from cranial trauma
Kelotane	10	permanent	Stabilizes burns; restores 3 points of burn damage per dose
Lectrazine	10	2d6 hours	+1d6 bonus to Stamina tests to resist heart or kidney failure
Leporazine	15	1d3 rounds	Removes stun effect
Lexorin	15	1d3 hours	+1d6 bonus to Willpower reaction tests to overcome psionic effects; halves any penalties to Intellect-based tests due to fatigue or wounds
Masiform D	10	permanent	Antidote to many neurotoxins such as saplin or curare; removes all Vitality losses, but leaves subject Fatigued for 1d6 hours
Metrazene	10	12 hours	+1d6 bonus to Stamina tests to resist heart disease or cardiac arrest; works only on iron-based bloodstreams (Human, Betazoid, etc.)
Morphenolog	10	1d3 hours	Eases pain and stops convulsions; equivalent of a successful First Aid check for an Incapacitated subject
Neodextraline	10	1d6 hours	Stabilizes dehydration; halves dehydration damage; administered in solution
Retnax V	10	12 hours	Removes any Per modifiers due to nearsightedness; some patients are allergic to it
Ryetalyn	10	permanent	Antidote for Rigellian fever
Stokaline	10	1d6 hours	Vitamin supplement; reduces need for food
Tri-ox compound	10	1d6 hours	+1d6 bonus to Stamina tests to resist fatigue due to thin air; also halves any damage from asphyxiation taken after injection

for noise, distraction, etc. count double on this test; it is best performed in a quiet, darkened room with only the operator and the patient. It takes approximately 10 hours to record one hour of memory, although skilled operators can speed up the process to "real-time" (+5 TN modifier). A psionic can secretly resist a psychotricorder by making an opposed test with his Telepathy skill, replacing scanned memories with false memories. Assuming the records are accurate, however, psychotricorder records can ease Medicine (Psychology) skill tests (–1 to –5 TN) to diagnose mental illness or trauma in a patient.

Duration/Energy: 100 hours of use; can record up to 10 hours of memory

Stasis Backboard

Specifications: 2.3 x .9 m; mass 4.2 kg

Description: An emergency medical device, the stasis backboard holds a patient in a state of suspended animation until medical treatment becomes available. The backboard is portable, allowing medical personnel to stabilize critically wounded patients in the field. A chronometric generator times graviton release, creating a miniature stasis field on the backboard. For the patient, relative time passes at a ratio of five nanoseconds per 100 years.

Rules: Using the stasis backboard requires a Medicine (EMT) test (TN 10) or System Operation (Life Support) test (TN 20). A failure will simply not allow the system to engage; stasis backboards have multiply-redundant crash diagnostics. These fail-safes will also not allow a stasis backboard to engage for a conscious patient.

Duration/Energy: 50 hours; indefinite with an exterior power source

Engineering Equipment

Antigravity Lifter

Specifications: 90 x 35 x 20 cm to 2 x 4 x .2 m; mass 10 to 50 kg

Description: When activated, this device completely negates its own weight and the weight of the object it is attached to. The antigrav lifter is equipped with a

standard Federation molecular adhesion unit. When activated, the antigrav will bond tightly to any object it is attached to, and will only release the object when the molecular adhesion unit is deactivated. In addition, when the operator pulls the antigrav using one of its two handles, the internal micro-gravity propulsion system effectively negates most of the load's inertia. When the operator releases the handles, the device uses its internal propulsion system to remain completely stationary, usually hanging in mid-air.

Rules: Using an antigravity lifter (mature technology dating back to the 22nd century) is a simple System Operation (Gravity Control) test (TN 5). An antigravity lifter can lift and negate the inertia of a mass up to 20 times its own.

Duration/Energy: 500 hours

Polaron Probe

Specifications: .1 m long cylinder; mass .1 kg

Description: A sensor instrument used to measure and manipulate subatomic particles. Polarons can also be used to detect localized subspace anomalies and affect a force field's polarity. The polaron probe discharges a discrete beam of polarons up to 1.2 mEv. Through the interaction between the polaron and the subatomic particle, the user can measure a particle's position or velocity, as well as illuminate it for spectral analysis. Polarons have a destabilizing effect on a Founder's physiology, and can force a shape-shifter to revert to its normal state.

Rules: Using a polaron probe grants a +9 modifier to any Science or Engineering test for the detection of subatomic particles, localized subspace anomalies, or polarized force fields. A polaron probe is also handy for Engineering and Repair tests, although its use is already subsumed under "adequate equipment." Using a polaron probe on a Founder requires an Energy Weapons (Polaron Probe) test (see range below). If successful, the Founder must make an immediate Stamina reaction test at –5 or revert to its normal state.

Duration/Energy: 35 hours + induction recharging

Range: 0/1/2/0/+0 m

Replicator Multitool

Specifications: 15 x 3 cm cylinder; mass 0.1 kg

Description: Developed using advanced holodeck and microreplicator technology, the replicator multitool is the ultimate portable tool kit. The device itself is a comfortable handle which contains both a miniature replicator and force field projectors which work together to produce small amounts of holodeck matter. This semistable matter can be reshaped and formed, based on user command inputs, into an almost infinite variety of shapes and uses. Isolinear optical chips in this device store the patterns of literally hundreds of different tools, from knives, wrenches, and screwdrivers to interphasic alignment couplers and duotronic inverters.

This device can reproduce almost any small handheld tool commonly used in the Federation, though it cannot reproduce any tool larger than 10 cm, and no power-intensive tool such as a laser cutter or photonic welder. Replicator multitools are not commonly used on Starfleet vessels because they have proved to be somewhat unreliable when exposed to even moderate levels of several types of radiation. However, replicator multitools are found in widespread civilian use, where the convenience of having one easily portable tool more than makes up for their occasional unreliability. They are also found in emergency tool kits found in strategic locations on almost every starship and starbase in the Federation.

Rules: Setting a replicator multitool is a System Operation (Engineering) test (TN 10). Using it for extended Engineering and Repair tests grants a +2 bonus on final test results (since its efficient design lessens the required time), but adds +1 to the task's TN for every +1 Potency of ambient radiation in the area.

Duration/Energy: 25 hours of continuous use

Verteron Inducer

Specifications: 9 x 5.5 x 2.5 cm; mass 0.2 kg

Description: Using a short-range (1 meter) verteron burst transmitter, this device temporarily interrupts electrical fields by creating a localized feedback loop in the system. Because various systems draw differing amounts of power, it is necessary to determine the correct harmonics to create the appropriate feedback loop, otherwise the verteron burst lacks sufficient power to cause the desired effect. Verteron inducers

can short out any equipment drawing electrical power, ranging from tricorders and PADDs to door access control panels to individual work stations to primitive groundcar ignitions. A properly-calibrated verteron short is self-contained and temporary, and will not short out any connected systems.

Rules: Determining the verteron power setting requires a System Operation or Repair test for the system to be disrupted (TN 15). This test will also allow the user to determine the length of the short (up to 10 minutes). Once set, activating the verteron inducer is a simple System Operation (Tactical) test (TN 5). Noticing a verteron short is a TN 20 Observe (Spot) test for a casual observer, and a TN 15 Repair test even for an engineer tracing the problem. As a general rule, the more secure the system, the more charges it takes to blow out: a simple comm panel in the corridor might only take one charge to disable; the door controls for the brig or the safety overrides for the antimatter core would take as many as ten or twelve. (If in doubt, the Narrator can always roll 2d6 to assign the needed power load.) An overload makes the short more noticeable, and risks spreading the damage or permanently blowing out the system in question.

Duration/Energy: 50 charges

Security and Surveillance Equipment

Camouflage Hologenerator

Specifications: 80 x 50 x 50 cm; mass 140 kg

Description: Designed in the late 23rd century based on the new holodeck technology, this device projects a hologram around an area up to a hemisphere 8 meters in diameter, such as a camp or a grounded shuttlecraft. Those inside the hologram can see out normally; those outside see whatever surface the hologenerator projects, from nothing, to a common rocky outcropping, or uninviting marsh. Advanced sonic baffles prevent sounds inside from traveling out of the holofield. Advanced models (mid-24th century and later) add a holomatter force field capable of mimicking the shape, texture, and apparent mass of any item, thus giving the holographic illusion solidity. Scientists or away team members usually key their combadges to the force field, allowing them to pass through it at will. Multiple hologenerators slaved together can cover a larger area. These devices are commonly used in lengthy first-contact missions, anthropological or biological studies, and covert operations.

Rules: In order to conform with the Treaty of Algeron, hologenerator illusions can be easily seen through with a tricorder scan (a System Operation (Sensor) test at TN 10). Some smugglers illegally alter their hologenerators with antisensor thoron fields. Force fields generated by the hologenerator can withstand 200 points of damage before collapsing.

Duration/Energy: Unbreachable microfusion nodule good for 1 year of continuous operation

Holobase

Specifications: 100 x 70 x 60 cm; mass 300 kg

Description: The holobase is a bulkier, more sophisticated unit than the camouflage hologenerator. It contains a hologenerator as above, as well as a holoemitter (capable of producing custom holomatter interior walls, furniture, décor, etc.) and replicator (capable of creating tools, food, spare parts, etc.). The holobase can also be made vacuum-sealed and climate-controlled, although that lessens its useful life without prior modifications and extra power packs. A holobase can extend to a maximum of 8 x 8 x 4 meters.

Rules: A holobase, with its much higher power consumption, is even easier to spot on a tricorder scan than a standard camouflage hologenerator (a System Operation (Sensor) test at TN 5).

Duration/Energy: Unbreachable microfusion nodule good for 1 year of continuous operation, or 6 months against hostile atmosphere, or 3 months in complete cold and vacuum.

Exographic Sensor

Specifications: 13 x 5 x 0.3 cm; mass: 0.05 kg

Description: Utilizing a modified visual transceiver assembly coupled with a phased neutrino waveguide carrier signal, the exographic sensor allows the user to "see" distant objects through solid matter. This device utilizes neutrinos to convey the video signal, which a standard subspace transceiver assembly reassembles into a visual display matrix. Focusing controls on the unit's housing set the waveguide frequency, and hence the unit's specific focus. Thus, for example, an exographic sensor set to a range of 50 meters distant will display visual data only at that range; no visual information could be obtained at 25 or 65 meters distant, unless the sensor was adjusted. Certain ultradense materials, or subspace interference, prevent the use of this device.

Rules: Using an exographic sensor is a System Operation (Sensor) test (TN 15). Adjusting an exographic sensor takes a full round. The maximum range of the exographic sensor is 200 meters.

Duration/Energy: 900 hours

Portable Force Field Generator

Specifications: 40 x 25 x 20 cm; mass 50 kg

Description: Standard Federation force fields do not permit the passage or penetration of kinetic energy, matter, most radiation particles, or any energy except visible light (and small amounts of UV and IR). Most force fields can be tuned to admit people wearing keyed transceivers in devices such as combadges, tricorders, or PADDs. The force field will then allow them to walk in or out of the force field, using its sensors to conform exactly to their bodies, so that their entry or exit will not break the force field's airtight seal. Portable force field generators create standard force fields in one of three standard patterns: a wall of force extending to a maximum of 10 meters on a side, or until it reaches the walls, ceiling, and floor of the chamber or corridor in which it is activated; two such walls no more than 8 meters apart, with the force field generator between them; or an airtight sphere 8 meters in diameter (which, in practice, usually forms as an airtight dome 8 meters in diameter and 4 meters high) centered on the generator. The field repulsion effect shoves people or objects caught in the field's formation zone out of the field; force fields will not cut things in half.

Rules: Activating a force field is a System Operation (Shields) test (TN 10), and a combat action. Adjusting the settings, resetting or restarting the generator after a field collapse, or changing the field's admission defaults (to eliminate visible light, or to admit oxygen) is a challenging System Operation (Shields) test (TN 15); all such tests take five minutes. Portable force fields cannot be polarized—you cannot set a "one-way" shield that allows you to fire out but blocks incoming disruptor bolts. A portable force field will take 200 points of damage in a single round before collapsing.

Duration/Energy: 1,000 hours of continuous operation

Weapons

Holdout Phaser

Specifications: 10 cm long (in sections of 3, 3, and 4 cm); 0.15 kg

Description: Designed to be easily disassembled to escape detection, the holdout phaser has been stripped down to its essential components. It consists of three distinct parts: sarium krellide power pack, prefire chamber, and emitter housing. Individually, the components escape detection by most sensors (an Observe (Spot) TN 25 to spot on a casual or nonspecific sensor scan; a sensor such as a tricorder set specifically to detect sarium krellide is at TN 15 to find the power pack). The modularity allows for rapid assembly and disassembly (one full-round Repair (Phaser) test at TN 10). Conceal (Conceal Weapon) and Sleight of Hand (Palm) skills get a +5 bonus to hide a holdout phaser. Holdout phasers are used by away teams on police-state planets, and by Starfleet Intelligence operatives.

Settings: 1–3; standard beam only

Duration/Energy: 100 charges

Range: 5/10/15/20/+0 m

Isomagnetic Disintegrator

Specifications: 128 cm long tube (5 L); 3.85 kg

Description: This large, shoulder-mounted weapon resembles a 20th-century Earth bazooka. Much of the technical data on this weapon remains classified, under Starfleet Security Directive 24168.9. Using a portable magnetic charge inducer, the weapon fires a collimated beam of isomagnetic energy which disrupts the target's electromagnetic field. On low settings, it affects the target's inner ear, effectively stunning the opponent. On moderate settings, it causes temporary impairment to the target's central nervous system. When fired at its

TABLE 5.4 PHOTON GRENADE EFFECTS

Power	Setting	Damage	Effects In Blast Radius
1	Flash	special	All humanoids (except Vulcans) without special eye protection must make a Quickness reaction test at –8 or be blinded for 1d6+2 minutes
2	Heavy Stun	1+stun	Stuns all Humans for 1 hour; all Klingons for 15 minutes
3	Heavy Thermal	3d6+12	Melts most metals
4	Light Disrupt	5d6+20	Vaporizes all humanoids
5	Heavy Disrupt	14d6+150	Everything explodes into rubble

highest setting, the isomagnetic disintegrator changes the target's protonic charge, reducing it to a cloud of dust and static. The beam affects a 1 meter diameter area upon impact. Only front-line ships on active military duty keep these weapons in their armories.

Settings: See table

Duration/Energy: 4,000 charges

Range: 5/50/105/145/+40 m

Photon Grenade

Specifications: 8 cm diameter sphere; mass 0.2 kg

Description: Photon grenades emit large bursts of the same rapid nadion particles which are found in phaser beams. These grenades may be set to explode upon impact, at some set altitude above the ground, or at some preset time, up to 9.99 hours, after they impact. Both the power level and the blast radius of these grenades may also be carefully controlled. They have five different power settings and may be set to affect everything within a radius of between 3 and 10 meters from impact. However, damage is not always precise, so people and objects a meter or two outside the blast radius will usually be somewhat affected by the blast (reduce the damage by one setting for every meter beyond the blast radius). As a general rule, only ships on active military duty keep these weapons in their armories.

Duration/Energy: one use

Range (thrown): 10/30/40/60/+0 m (each range increment increases by +1 for every +1 to Str modifier)

Photon Mortar

Specifications: 40 cm long, 8 cm diameter tube on a tripod base; mass 1.2 kg

Description: The photon mortar fires photon or stun grenades. A miniature graviton accelerator inside the mortar propels the grenades with a large amount of precisely controlled force. Photon mortars are usually aimed using readings from an orbiting ship's sensors or a tricorder (a System Operation (Tactical) or Heavy Weapons (Photon Mortar) test (TN 10)), but if necessary they may also be aimed "by eye" (a difficult Heavy Weapons (Photon Mortar) test (TN 20) or an Observe (Spot) test (TN 25)) or by forward observation by another officer (treat as a combined test of Observe (Spot) at TN 15). Firing a photon mortar is a TN 5 System Operation (Tactical) or Heavy Weapons (Photon Mortar) test. As a general rule, only ships on active military duty keep these weapons in their armories.

Duration/Energy: 500 shots

Range: 400/800/1,500/2,000/+1,000 meters

Stun Grenade

Specifications: 8 cm diameter sphere; mass 0.2 kg

Description: A variety of the photon grenade, stun grenades can be set to produce Light, Medium, and Heavy Stun effects (as phaser fire) over a radius from 3 to 10 meters. These devices have limited military application, but have proved extremely useful in controlling riots and similar large public disturbances; the Klingon Empire now makes much use of them on subject worlds.

Duration/Energy: one use

Range (thrown): 10/30/40/60/+0 m (each range increment increases by +1 for every +1 to Str modifier)

Tetryon Pulse Launcher

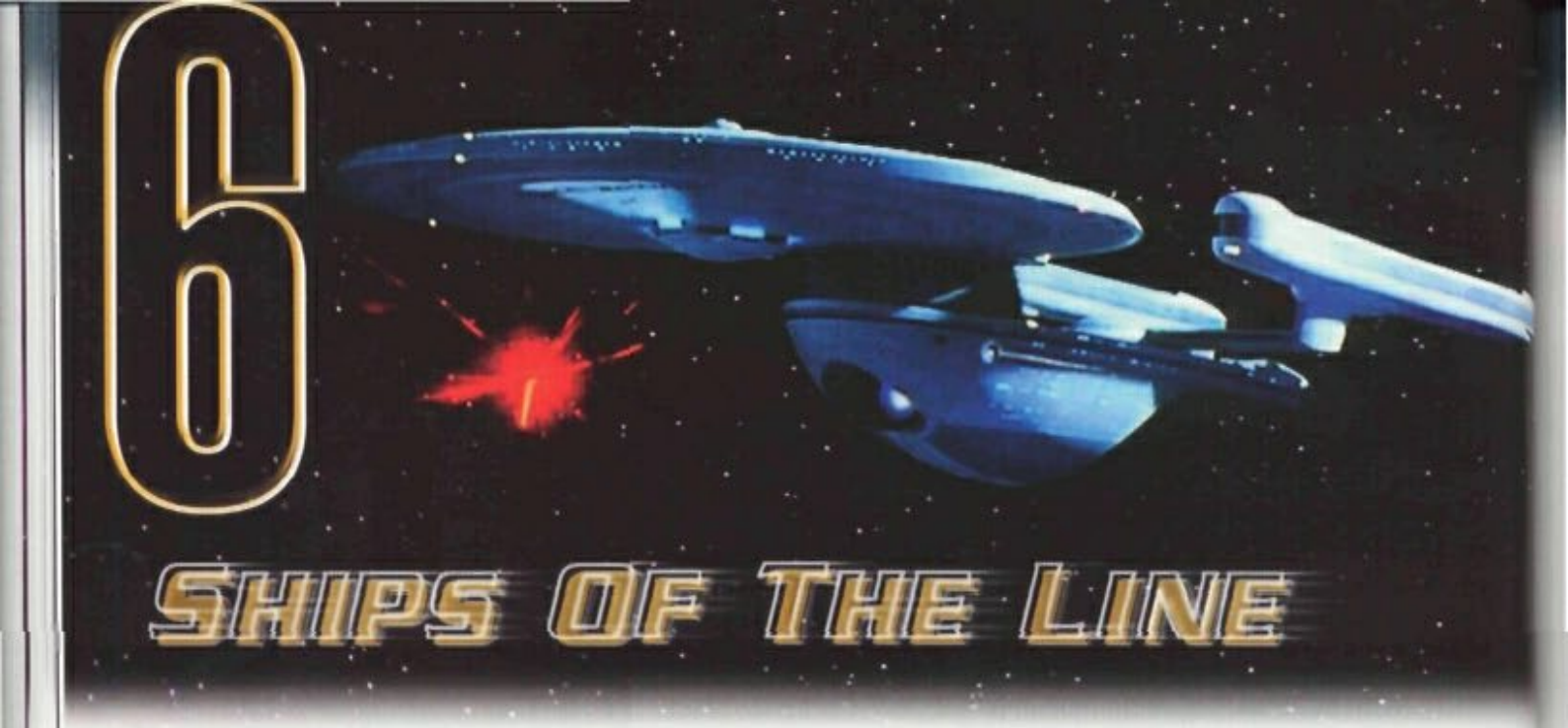
Specifications: 135 cm long, 4.08 L in volume; 6.2 kg

Description: Invented in the 2370s at Starfleet Tokyo R&D, the tetryon pulse launcher is essentially a hand-held version of the pulse phaser mounted on starships, as powerful as a shuttlecraft-mounted phaser. When the trigger is depressed, the weapon fires a collimated beam of tetryon particles which rebound from the target to the unit, providing range and vector information to the acquisition sub-systems, giving the firer a +2 bonus to his Energy Weapons (Pulse Launcher) skill. The tetryon pulse launcher incorporates the safety interlocks and subspace transceiver assembly common to standard-issue phasers; it is incapable of firing continuous or wide beam settings. This is a classified, military weapon; use for any but the gravest emergency or military purposes is restricted by Starfleet.

Settings: As phaser settings 13–16+; for each additional 50 charges expended, increase effect by 600 cubic feet of rock

Duration/Energy: 4,000 charges

Range: 5/60/115/175/+50 m



6 SHIPS OF THE LINE

Although its officers are the core of Starfleet, and the single greatest factor in its triumphs and capabilities, they don't get much done without starships. In truth, the average Starfleet officer idolizes his ship as much as any ancient "wet-navy" Hornblower or Nimitz ever did. Ships are homes, fortresses, hospitals, and inspirations to those who serve on them. The thought of abandoning, or destroying, one's ship in the line of duty is one of the most painful that any officer can face. This section addresses the ships themselves, and the way they work together to make up a Starfleet.

FLEET OPERATIONS—

To keep Starfleet's ships out of danger, and to put them in the path of danger, are the twin, contradictory tasks of Fleet Operations. Headquartered at Starfleet Command on Earth, Fleet Operations plans and manages the deployment of all vessels in Starfleet. This includes assigning starships to a particular sector or fleet, making personnel assignments, and selecting starships to fulfill missions requested by other Starfleet offices such as Astronomical Science Operations, Starfleet Medical, and Starfleet Intelligence. For the most part, Fleet Operations maintains a tactical focus—it doesn't decide what Starfleet should do, it decides which individual ships can accomplish the missions devised by other agencies while maximizing efficiency and reducing overlap. The Chief of Fleet Operations is responsible for maintaining the preparedness of the fleet as a whole. Among the CFO's most important duties is to keep accurate records on every starship and crewman in the fleet. Using these, the Fleet Operations Central Records Office makes sure every vessel undergoes its regularly scheduled maintenance cycle and every crewman remains current in his training.

Fleet Operations serves as the liaison between individual Starfleet craft and Starfleet's various agencies and branches, and those of the Federation and its members. Should, for example, the Vulcan Science Academy need a Starfleet ship to examine a newly discovered star, they would pass a request (through either the Vulcan ambassador or the Vulcan Defense Force) to Starfleet Command. Depending on who's asking, the request might go through Starfleet's own Office of Research and Exploration, or directly to Fleet Ops. Either way, Fleet Operations then coordinates the mission with the Chief-in-Command. Often, two (or more) missions can be combined; if a number of astronomers wish to study the same star, they can all be assigned to the same ship, or if ORE has already planned to survey the star, the Vulcans' representative can be added to the expedition-in-progress. All Fleet Ops decisions, of course, are subject to the standard round of emergencies, frontier crises, system failures, Joint Chiefs interventions for their own mysterious ends, and so forth. Hence,

Fleet Ops is often playing "catch-up," and assigning the closest ship, rather than the perfect ship, for a given mission. To manipulate this process, either to get a plum assignment or to avoid a tedious "brown dwarf census" mission, requires command rank and an Administration (Starfleet) test at TN 15. If other officers want the same assignment, it might be an opposed test. Contacts and Allies will help immeasurably in this regard, and a successful first officer or captain nurtures both where possible.

Fleet Organization

Within Starfleet itself, the means of organizing, commanding, and deploying ships both individually and in groups has changed somewhat over time. Changes in the Federation's resources, strategic posture, and strategic doctrine have altered the fleet organization from a highly individualistic, dangerous task force model to a more comprehensive fleet model.

The Task Force Model

From the earliest days of Starfleet to the mid-2270s, ships regularly spend weeks or even months out of subspace relay range. Captains have to think for themselves, and come to rely on gut instinct and first-hand knowledge of a situation. (This habit of independence also sets the precedent for captains including themselves in landing parties that continues into the 24th century on many ships.) Starfleet Command can only coordinate missions at long range, and often sets up "relay chains" of ships to deliver cargoes, personnel, or even messages one to the other along the frontier, cruising along a general flight path until they located their successor in the mission. Finding another starship without specific coordinates requires a Tactics (Space) or Inquire (Trail) test at TN 15 or an Administration (Starfleet) test at TN 20. It may also require any number of System Operation (Sensor) tests, and a not insignificant amount of pure luck.

Given the logistical impossibilities of close coordination in the 23rd century, Starfleet uses a "task force" model, based around small groups of ships assigned to operate in neighboring sectors. The heaviest ships, - and later, Constitution-class starships, operate on their own, patrolling large sections of the Beta Quadrant, and slowly charting the frontiers of the Alpha Quadrant. These "single-ship task forces" put in at starbases for shore leave, refit and resupply, and to handle any significant emergencies such as disease or courts-martial. Once these tasks are complete, they return to patrol, in a new stretch of space assigned by the commodore of the starbase. (See Table 6.1, Starfleet Flag Ranks, for the term "commodore".) When possible, they contact the nearest starbase for instructions, and often piggyback off local planets' communications grid to boost transmissions back to headquarters. (This is usually a System Operations (Communications) test at TN 15.) Standard practice is to "hand off" a burst of message traffic whenever encountering any other Starfleet vessel; thus, slowly (and occasionally redundantly), orders and reports travel both directions.

The other reason for the task force model, of course, is the continual shortage of ships. Starfleet explorers expand the frontier in all directions; the amount of space to cover increases as a cube function, while ship production in the early-replicator era can barely keep up arithmetically. In the mid-2260s, only 12 *Constitution*-class ships operate at any time; Starfleet as

TABLE 6.1 STARFLEET FLAG RANKS

Note: This table supersedes the text box on page 239 of the *Star Trek RPG Player's Guide*.

23rd-century Rank	24th-century Rank	Social Test Bonus	Promotion Edge Level
Fleet Admiral	Fleet Admiral	+5	10
Admiral	Admiral	+5	9
Vice-Admiral	Vice-Admiral	+4	8
Rear Admiral	Rear Admiral (upper half)	+4	7
Commodore	Rear Admiral (lower half)	+3	6
Fleet Captain		+3	6

Once promoted to admiral, an officer primarily advances through seniority, although the Chief-in-Command retains broad authority to make personnel decisions. The two "halves" within the Rear Admiral rank indicate which half of the seniority list the officer's name appears in. Regardless of rank, all admirals are addressed as "Admiral" by Starfleet protocol. During the 23rd century, the term "commodore" refers to any officer of the rank of captain or fleet captain who commands either a group of ships, such as Commodore Robert Wesley, or a starbase, such as Commodore Jose Mendez. Similarly, the more rough-and-tumble nature of Starfleet ops (and much smaller number of flag ranked officers) means that seniority plays a relatively smaller role in promotion. Hence, during series set in the 23rd century, the rank of Commodore replaces the rank Rear Admiral (lower half), and Rear Admiral (upper half) simply becomes Rear Admiral. The rank of Fleet Captain, held by Christopher Pike and Garth of Izar, is also used during the early 23rd century as a mark of honor, and is the rules equivalent of Commodore, except that it requires 40 or more Renown points as well. With the disappearance of Fleet Captain Pike in 2266, Starfleet officially retired the rank of Fleet Captain.

a whole can muster only 350 capital ships during this era, the vast majority of which patrol the Klingon and Romulan neutral zones. Local navies such as the Andorian Defense Forces pick up much of the slack, but only Starfleet can handle the worst crises. Hence, the heavy cruisers and explorers must juggle tasks from planetary surveys to diplomatic functions to stopping invasions—increasing the need to make decisions on the spot, since there is hardly any "standard procedure" to fall back on. The system works, after a fashion, but only at a terrible cost; almost every *Constitution*-class ship faced unimaginable stresses and dangers, and six of them were destroyed or decimated on duty. Only the stark heroism, independent spirit, and sharp minds of Starfleet's officers keep the fleet flying through the dangerous middle of the 23rd century.

The Fleet Model

By the 2340s, Starfleet organization reached a crisis point. The full exploitation of replicator technology in ship construction meant a vast expansion of Starfleet capital ships (passing the 1,000 mark in 2292), which spread out on an unprecedented course of exploration, contact, and expansion throughout the Alpha Quadrant. As long as the Federation remained at peace, the organizational snarls and spotty communications could be overlooked in the name of Starfleet captains' traditional independence and initiative. Certainly the gallant—and completely unauthorized—act of Captain Garrett in sacrificing her ship to save the Klingon outpost on Narendra III paid dividends far into the future, and other acts, if less dramatic, were equally heroic. However, the Cardassian War of 2347–2366 and the Tholian War of 2353–2360 strained the system past the breaking point. At Starfleet Command, Admiral Taneko brought his Bolian genius for organization to the problem between 2348 and 2350, and developed the fleet model that lasted, and proved itself, through the Dominion War and beyond.

In Taneko's fleet model, Starfleet organizes itself into Fleets, each one comprising around 150–200 ships under the command of a Fleet Admiral (who may hold any actual rank from fleet admiral to rear admiral), usually based at a starbase. The "flagship" of a fleet is simply the ship best suited for command-and-control functions in an emergency; seldom is it the admiral's personal command. (A few admirals keep their "flag" on shipboard, however, and can make subordinates' lives a terror by dropping into a sector unannounced for a "look-see.") Fleet Operations passes orders down to the Fleet Admirals, who pass them along to subordinate admirals or to individual captains depending on the urgency of the order and the admiral's personal style. Reports and emergencies travel back up the chain to Fleet Ops. Within Fleets, some admirals set up "wings" to further subdivide command; a rear admiral normally commands a wing.

Each Fleet serves either a tactical purpose (such as to protect Vulcan) or a strategic purpose (such as ready reserve). Most tactical fleets are "standing" fleets, which retain the same mission throughout their existence. Most strategic fleets are either "mobile" fleets, sent to any crisis area or placed on deep-space patrol and exploration duty, or "supporting" fleets kept ready for specific contingencies. The deployment of a mobile fleet essentially follows the older task force model, only with better communications and more ships. Most mobile fleets keep their ships in the same broad area (20–40 adjacent sectors), for faster concentration and coordination in case of emergencies.

On the eve of the Dominion War, Starfleet had approximately 6,100 starships, plus transports, surveyors, hospital ships, and other support craft. (Another 2,700 or so small scouts, runabouts, fighters, and heavy shuttlecraft filled out the mission boards.) These ships made up 27 numbered Fleets, as well as six specialized Fleets (see box, page 77). The Dominion War upset the careful balance of "standing," "mobile," and "support" fleets; wartime made every fleet, except crucial ones such as the 3rd, a mobile fleet. Admiral Taneko's system was strained to the utmost reassigning capable combat cadres to all fleets and dealing with the force fluctuations throughout the period. During the War, the number of Fleets grew to 44, although the hard fighting left many of them severely understrength. The Seventh Fleet, for example, comprised only four ships after the Battle of Tibor in 2374, and was never rebuilt to its original complement of 160 ships. The Dominion War left approximately 2,500 starships in ready condition, with about that many again in varying states of damage, disrepair, or crew attrition (Starfleet personnel losses during the War were staggering, not even counting the millions of casualties on Betazed, Benzar, and Earth). Until Starfleet decides how fast, or whether, to rebuild to pre-War levels, the fleet model remains the order of the day. Many ships, however, technically part of one or another fleet, have been detached for individual duty in an echo of the earliest days of single ships patrolling the darkness where no man has gone before.

FLEET DEPLOYMENT • 072502

STANDING FLEETS

CHARGED WITH THE EXPLORATION AND DEFENSE OF A GIVEN SECTOR OR SMALL GROUP OF SECTORS, A SHIP IN A STANDING FLEET CAN MAKE AN EXCELLENT BASE OF OPERATIONS FOR A SINGLE-SECTOR SERIES, OR A SOURCE OF PERSONNEL FOR A SERIES CENTERED ON A STATIONARY BASE OF OPERATIONS. A SINGLE-SPECIES SERIES CAN ALSO BE SET IN A SHIP OF A STANDING FLEET ASSIGNED TO PROTECT THE CREW'S HOME PLANET.

- **3RD FLEET:** ASSIGNED TO DEFEND SECTOR 001—THE SOLAR SYSTEM—FROM ATTACK. HARDLY A CUSHY POSTING; 3RD FLEET SAW TWO MAJOR BORG INVASIONS AND THE BREEN ATTACK IN LESS THAN A DECADE. SOME OF STARFLEET'S MOST ELITE OFFICERS AND FINEST TACTICAL MINDS SERVE IN 3RD FLEET.
- **5TH FLEET:** PATROLS THE ANDOR SECTOR, ONE OF THE CRUCIAL HOME DEFENSE FLEETS OF THE FEDERATION. WITH THE 4TH AND 7TH FLEET, NEARLY WIPED OUT AT WOLF 359. OFFICERS IN 5TH FLEET WORK CLOSELY WITH THE ANDORIAN DEFENSE FORCE.
- **7TH FLEET:** ASSIGNED TO DEFEND BETAZED AND THE OUTER CORE WORLDS OF THE FEDERATION. BADLY MAULED DURING THE DOMINION WAR, THE 7TH FLEET CAME THROUGH WITH HONOR; IT IS NOW ONE OF THE MOST COVETED POSTINGS IN STARFLEET.
- **22ND FLEET:** THE STANDING FLEET ESTABLISHED AT STARBASE 173 TO GUARD AGAINST ROMULAN INCURSION NOW ALSO SERVES AS THE FIRST LINE OF DEFENSE AGAINST A FUTURE EXPECTED BORG ATTACK. OFFICERS IN 22ND FLEET TRAIN CONSTANTLY AGAINST CAPTURED OR RECONSTRUCTED "THREAT VESSELS."

MOBILE FLEETS

GIVEN VAST, WIDE-RANGING THEATERS OF OPERATION, MOBILE FLEETS MAKE GOOD ASSIGNMENTS FOR SHIPS IN EXPLORATORY OR OTHERWISE GALAXY-TROTTING SERIES. SCIENTIFIC, DIPLOMATIC, AND INTELLIGENCE SERIES ALSO WORK WELL WITH MOBILE FLEET OPERATIONS.

- **8TH FLEET:** EXPLORES UNCHARTED REACHES OF THE ALPHA QUADRANT, ESPECIALLY THE COREWARD SECTORS PAST FERENGINAR. THIS FLEET IS HEAVY ON OLDER SHIPS SUCH AS AMBASSADOR-CLASS, NEBULA-CLASS, AND MIRANDA-CLASS CRUISERS.
- **16TH FLEET:** COMMANDED BY FLEET ADMIRAL NECHAYEV, THE 16TH IS THE "FLAGSHIP FLEET" OF STARFLEET, CONTAINING THE U.S.S. ENTERPRISE-E. ITS DUTIES INCLUDE A WIDE RANGE OF SURVEY, DIPLOMATIC, AND BORDER EMERGENCY MISSIONS.
- **20TH FLEET:** PATROLS THE RIMWARD SECTORS OF THE FEDERATION, INCLUDING THE THOLIAN BORDER AND PORTIONS OF THE KLINGON FRONTIER. THIS FLEET HAS A NUMBER OF OBERTH-CLASS SCIENCE VESSELS SECONDED TO IT FOR SENSOR SUPPORT, AS WELL AS A HANDFUL OF NEW AKIRA-CLASS AND STEAMRUNNER-CLASS VESSELS.

SUPPORT FLEETS

SUPPORT FLEETS PERFORM SPECIFIC SPECIALIZED DUTIES, OR HAVE TASKS THAT REQUIRE SPECIAL ABILITIES NOT ALWAYS AVAILABLE IN MOBILE FLEETS. SINGLE-PROFESSION SERIES, GALAXY-TROTTING SERIES, AND SERIES CENTERED ON THE TASK PROFILE OF THE FLEET ARE GOOD CANDIDATES FOR BEING SET IN SUPPORT FLEET SHIPS.

- **COLONIZATION FLEET:** MADE UP OF 34 VESSELS PLUS TRANSPORT CRAFT, AND BASED OUT OF STARBASE 4, THE COLONIZATION FLEET SPECIALIZES IN ESTABLISHING NEW COLONIES AND TERRAFORMING MISSIONS. IT ALSO AIDS WITH PLANETARY AND LIFE-FORM SURVEYS.
- **EVACUATION FLEETS:** THREE EVACUATION FLEETS BASE OUT OF DISPERSED STARBASES IN THE RIGEL, DENEB, AND CANOPUS SECTORS. EACH FLEET HAS ENOUGH SHIPS TO COORDINATE AND DEFEND A CONVOY CARRYING UP TO 10 MILLION CIVILIANS IN CASE OF PLANETARY EMERGENCIES.
- **RAPID RESPONSE FLEETS:** THE BRAINCHILD OF ADMIRAL FUKAZIMA FOLLOWING THE CRISES OF 2367–2368, THE TWO RAPID RESPONSE FLEETS COVER ALPHA AND BETA QUADRANT, ON STAGGERED PATROL READY FOR ANYTHING. RAPID RESPONSE SHIPS REPORT DIRECTLY TO ADMIRAL FUKAZIMA, WHO REPORTS TO THE CHIEF-IN-COMMAND, THUS CIRCUMVENTING FLEET OPS' CHAIN OF COMMAND. THIS LESSENS RESPONSE TIME, BUT MAKES HASTY ACTION (INCLUDING ESCALATION TO USE OF FORCE) MORE LIKELY. THE RAPID RESPONSE FLEETS REMAIN CONTROVERSIAL WITHIN STARFLEET, AND ARE MADE UP OF PODD-DERIVED SHIPS SUCH AS THE AKIRA- AND SABER-CLASSES.

Starbases

Both models of fleet deployment depend heavily on starbases to coordinate, resupply, and even defend the ships on duty. From almost its earliest days, Starfleet has joined stationary starbases with mobile starships as warp and weft of its defensive and exploratory pattern. From 17 starbases and a smattering of other stations in the early 2260s, the network expanded to over 500 such stations by the close of the Dominion War. The following categories match the base categories on pages 28–29 of the *Star Trek RPG Narrator's Guide*, and give some examples of these keys to galactic security. Keep in mind that a base's purpose may shift over time; a former strategic base on the Federation frontier may, as the Federation expands, become a supply station and then a service hub, as ships of all kinds increasingly put in for supplies, refit, and eventually trade or recreation.

Command Centers

Starbase 11: Located on the starkly beautiful planet Yko, this is one of the key Starfleet administrative facilities in the Beta Quadrant, and one of the emergency "continuity" offices of Starfleet Command itself, should anything happen to Earth. Important ceremonies and precedent-setting courts-martial occur here. An officer who reports through Starbase 11 can either gain 1 additional Renown point for his mission or double the effectiveness of any of his Starfleet contacts while there.

Starbase 12: Orbiting command post in the Gamma 400 star system, established in 2163 as a test of Starfleet's remote construction abilities. It remains an excellent location for starship maintenance, as well as coordinating much of the defense traffic for the inner core of the Federation. Any Starfleet officer's social tests to gain defense assignments or information are at +1 here.

Starbase 173: A major command and administrative post for the Romulan Neutral Zone, located quite near Starbase 23, its associated strategic station. Built in the 2280s, both bases are on accelerated alert status even in peacetime. Starbase 173 hosts a key field office of Starfleet Intelligence. Any academic test involving the Romulan Empire, including its tactics, politics, ships, or astrography, is at +2 using Starbase 173's computer system.

Science Stations

Starbase 2: Located between Beta Auriga and Camus II, Starbase 2 has been a key center for space medicine research ever since the 2240s. Its advanced life support and hospital facilities can comfortably support (and hopefully heal) almost any known species or theoretical life-form. A strong Vulcan and Betazoid presence aids with counseling and psionic research. All Medicine tests are at +2 to skill here, over and above the modifier for advanced and precision equipment.

Starbase 9: Originally a supply station constructed in the 2180s, Starbase 9 slowly became a major scientific and astronomical monitoring station—the Argus Array, for example, was designed as an "uprated" model of Starbase 9's orbital phased EM collectors. All Space Science tests are at +2 here, and any social tests to gather information about scientific developments or ship traffic are at +1.

Starbase 514: Located near the Cardassian border on the edge of the Badlands, this survey station is relatively well-armed, having suddenly been uprated during the Dominion War. Much of the base's armament was automated and its military staff withdrawn after 2375; Starfleet may turn it into a supply station for expeditions into Cardassian space or even a scientific command post for voyages through the Bajor wormhole. Any Science test about the Cardassian Union, the Badlands, or the Gamma Quadrant is at +2 here.

Service Hubs

Starbase 6: This starbase's reputation as the finest R&R post in the fleet goes all the way back to the 2250s, when a Tiburonian-Centauran team redesigned it from the hub out. In peacetime, starships divert from sectors around to enjoy its facilities, which include state-of-the-art holodecks, null-G saunas, and the most sophisticated replicators (and chefs) within a thousand parsecs of Aldebaran. All social tests between any ship's personnel are at +1 for a month after taking R&R at Starbase 6.

Starbase 74: One of Starfleet's largest spacedocks, Starbase 74 orbits Tarsas III. Its bays can service fifty *Galaxy*-class starships at once, if need be. The Tarsas-Qualor run is an excellent place to see any and every kind of ship, under power or tow. In addition to being a spare-parts paradise, Starbase 74 bosts the finest Bynar computer techs in Starfleet. Any social test to obtain spare parts or ship components is at +1 here, all Repair or Engineering tests here are at +2; ships that refit here add one letter grade to Operations system reliability that lasts until damaged again.

Starbase 315: A thriving commercial and traffic hub in the BeTau sector deep in Federation space in the Alpha Quadrant, Starbase 315 does it all. Its supply station falls under Federation Merchant Marine rather than Starfleet jurisdiction; built in the 2320s, its spacedock facilities are too small for any ship larger than an *Ambassador*-class vessel. Any Business tests are at +1 here, as is any test to find rare or peculiar merchandise.

Strategic Bases

Starbase 10: The original strategic base defending the Neutral Zone against Romulan incursion, Starbase 10 is screened and supported by the critical Gamma Hydra cluster. Between its construction in the 2170s to 2266, it slowly became a scientific support base as well; following the Romulan incursions in the later 23rd century, it added a state-of-the-art medical facility in case of war. Like Starbase 173, it remains at accelerated alert status. Any information-gathering test, social or academic, about the Neutral Zone is at +2 here.

Starbases 211 and 257: Two small, but powerfully-armed starbases in the Bajor Sector intended to provide support and supply facilities for Deep Space 9. Each station can dock up to six *Nebula*-class cruisers. Any starship weapons system can be repaired in one-quarter the required time here or increased in reliability by one letter grade until the next damage or failure.

Starbase 234: A crucial strategic base along the Klingon frontier, Starbase 234 dates back to the Klingon-Romulan crisis of the 2340s. It received a massive upgrade following the Klingon Civil War of 2367–68, and became a crucial liaison and command post during the Dominion War. Its spacedock can support an entire fleet for months. Any officer reporting through Starbase 234 will receive 2 extra Renown points for actions involving Federation-Klingon security.

Supply Stations

Starbase 4: Initially constructed in the late 22nd century to support Federation colonial efforts, Starbase 4 eventually became an administrative center for the Lyris Corridor between Tellar and Deneb. During the Federation's great expansion into the Alpha Quadrant during the early 24th century, Starbase 4 became a test-bed for terraforming and replicator technology. It has temporary quarters with full life-support for over a quarter of a million people (one of the largest orbital settlements in the Federation) and remains one of the most cosmopolitan places in Starfleet. Any Specific World or Planetary Science test here is at +2.

Starbase 84: One of many floating refit and resupply bases for the Alpha Quadrant, Starbase 84 can embay 12 *Galaxy*-class starships and dock 24 *Akira*-class ships simultaneously. A number of industrial planets keep Starbase 84 supplied with dilithium, duranium, and even pre-built warp cores and phaser arrays. Any social test to obtain spare parts or ship components is at +2 here; any Engineering test is at +1 here.

Starbase 343: A medical supply station near Deneb, Starbase 343 finds itself dealing with the Ferengi more than most Starfleet posts. Since Starfleet pays honestly, in credits, Ferengi anywhere in the region take medical supplies, biological samples, or anything else that looks vaguely scientific here for resale. Due to the volume of traffic, the harried administrative staff can't always keep track of everything, and the inventory lockers contain all manner of weird items "found on an empty planet" by Ferengi traders. Any social test to obtain any medical or biological equipment is at +2 here; all Ferengi contacts count double here.

Deep Space Stations

Deep Space 4: A self-sustaining station in the confused frontier area between Romulus and Vulcan, Deep Space 4 sees all kinds pass through it, from mad archaeologists to pirates to naïve astrophysicists. Technically a Starfleet command post, its security force despairs of ever getting rid of all the *Tal Shiar* agents on board. Hence, it serves as an informal diplomatic point, intelligence-gathering hub, and underground marketplace. Any Romulan contacts count double here; any Streetwise test involving Romulans or the region is at +2.

Deep Space Station K-7: One of nine space stations strung along the Klingon frontier between 2218 and 2293, Deep Space Station K-7 began as a strategic outpost. By the terms of the Organian peace treaty, all frontier stations of both nations were open to each others' traffic, which made K-7 a hub for spies and confrontation. With the Khitomer Accords and the growing Federation-Klingon alliance, K-7 became a major transit point and meeting place for Federation and Klingon ships and personnel. Any academic test involving the Klingon Empire, including its tactics, politics, ships, or astrography, is at +2 using K-7's computer system. During 24th-century series, any Klingon contacts count double here.

Farspace Starbase Earhart: A transitional station past Deneb in the Alpha Quadrant, Starbase Earhart serves as a minor command post and replacement point for starships in the sector. Primarily a "hiring hall" for spacers of all kinds, its lurid and seamy Bonestell Recreation Facility is a great place to get a drink, a lover, a knifing, or all three. All Streetwise tests are at +1 here.

Starship Templates

The following section provides templates for major classes of Starfleet ships suitable for use as Crew bases of operations, "walk-on" ships to rescue or investigate, goals for transfer for promising officers, and rein-

TABLE 6.2: STARFLEET SHIP TEMPLATES

Ship Class	Type	Production Years	Missions	Series
Akira	Heavy Cruiser	2368–	Defense, Military	TNG, DS9, VOY
Ambassador	Explorer	2322–2372	Defense, Emergency, Exploration, Military, Scientific	TNG
Constitution*	Heavy Cruiser	2245–2270	Defense, Emergency, Exploration, Military, Scientific	TOS, Movie
		2270–2293		Movie
Daedalus	Explorer	2162–2196	Defense, Exploration, Scientific	Enterprise
Defiant*	Heavy Escort	2371–	Defense, Intelligence, Military	DS9, VOY
Excelsior	Cruiser	2284/2288–2364	Defense, Emergency, Exploration, Military, Scientific	Movie, TNG, DS9
Galaxy*	Explorer	2356–2370	Defense, Emergency, Exploration, Scientific	TNG, DS9
Herbert*	Cargo	2341–	Emergency, Trade	TNG, DS9
Intrepid*	Light Explorer	2370–	Diplomatic, Exploration, Scientific	DS9, VOY
Miranda	Cruiser	2274–2361	Defense, Scientific	Movie, TNG, DS9
Nebula	Cruiser	2357–2375	Defense, Emergency, Exploration, Scientific	TNG, DS9
Oberth*	Surveyor	2275–2341	Exploration, Scientific	Movie
		2341–2375		TNG, DS9, VOY
Ranger	Explorer	2215–2270	Defense, Emergency, Exploration, Military, Scientific	TOS, Movie
Saber	Light Cruiser	2370–	Defense, Intelligence	DS9, VOY
Sovereign	Heavy Explorer	2370–	Defense, Emergency, Exploration, Military, Scientific	TNG, DS9, VOY
Steamrunner	Heavy Frigate	2369–	Defense, Emergency, Military	TNG, DS9, VOY

*Appears in the *Star Trek RPG Narrator's Guide*

forcements for missions that suddenly turn hairy. (Romulan, Cardassian, or 23rd-century Klingon series can also use them as "threat ships," of course.) The templates appear in chronological order, from the earliest (*Daedalus*-class Explorer) to the latest (*Sovereign*-class Heavy Explorer). See Table 6.2 for details. The "Missions" (based on the mission types from the *Star Trek RPG Narrator's Guide* Table 1.1) and "Series" headers are only suggestions, based on the ships' primary mission roles and televised depictions. More details appear in the individual ship writeups. Both Crews and Narrators should use these suggestions to jumpstart their imagination—neither Starfleet command nor the vagaries of the space-time continuum allow every ship in the fleet to remain right where it's supposed to be, doing exactly what it's designed for, over the course of a five-year mission.

STARSHIPS • 083502

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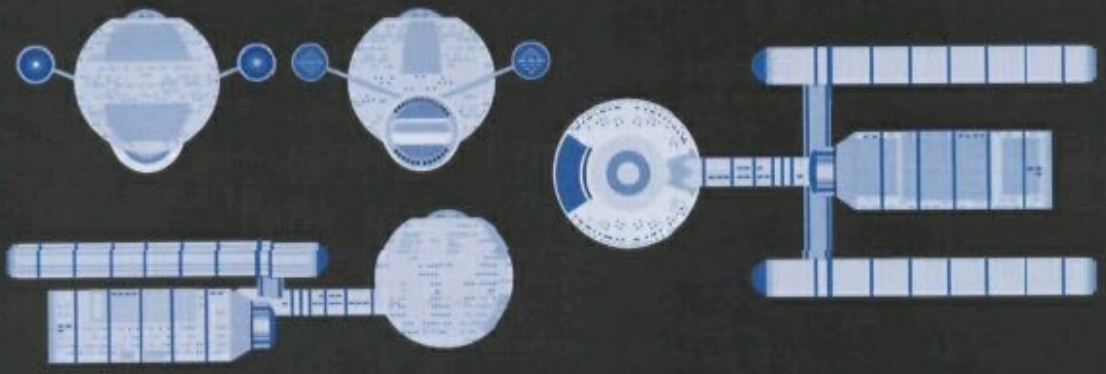
STARFLEET SHIP REGISTRY/DATABASE
STARDATE 54974.2 (2377 EARTH STANDARD YEAR)
INDICES 356604-3822217

STARFLEET TACTICAL SPECIFICATIONS –
Authorized Personnel Only

DAEDALUS-CLASS STARFLEET VESSELS



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989 555 077 067
343 151 737 146

411 00812 9023
927 03473 6732
372 31857 8242
919 88190 1316
858 11394 9129

34 887

DAEDALUS-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	DAEDALUS-CLASS EXPLORER
YEAR LAUNCHED	2162

4550 001

HULL DATA

STRUCTURE	15
SIZE/DECKS	3/6 DECKS
LENGTH/HEIGHT/BEAM	97/35/48
COMPLEMENT	165

OPERATIONAL DATA

TRANSPORTERS	1 STANDARD, 1 EMERGENCY
CARGO UNITS	30
SHUTTLEBAY	1 FV
SHUTTLECRAFT	4 SIZE WORTH
TRACTOR BEAMS	1 AV, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (+2/C)
OPERATIONS SYSTEM	BASIC (A)
LIFE SUPPORT	*BASIC (A)*

11345 9

PROPULSION DATA

IMPULSE SYSTEM	TYPE II (.5C) (A)
WARP SYSTEM	TYPE III (3/4/6) (B)

12335

TACTICAL DATA

LASER BANKS	TYPE II (X5/B)
PENETRATION	3/3/2/0/0
PHOTON TORPEDOES	TYPE II (X3/B)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	NONE
PROTECTION/THRESHOLD	2/1 (POLARIZED HULL PLATING)

04878

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+3C, –3H, +3T
TRAITS	DESIGN DEFECT (COMMUNICATIONS, +5 TN)

THE DAEDALUS-CLASS EXPLORER WAS THE FIRST FEDERATION FLAGSHIP, ALTHOUGH IN PRACTICE THE SHIP HAD BEEN UNDER DEVELOPMENT BY EARTH'S STARFLEET AS THE LONG-RANGE FOLLOW-UP TO THE ENTERPRISE-CLASS. THE MORE SPARTAN FITTINGS OF EARTH SHIPS BUILT FOR THE EARTH-ROMULAN WAR ALSO AFFECTED THE DAEDALUS' FEEL; IT BEGAN A CENTURY OF MINIMAL, UTILITARIAN SHIP DESIGN THAT BECAME THE HALLMARK OF 23RD-CENTURY STARFLEET VESSELS. THE DAEDALUS INCORPORATED SOME OF THE NX-CLASS FEATURES SUCH AS TRANSPORTERS AND TWIN WARP NACELLES, BUT REPLACED THE PHASE CANNON WITH ADVANCED MAGNUSSON-CLASS LASER CANNON, WHICH DELIVERED MORE FORCE FOR LESS POWER USAGE. THE DAEDALUS-CLASS MADE UP FOR THE PERCEIVED FAILINGS OF THE ENTERPRISE-CLASS (THE SMALL CREW, THE INADEQUATE SENSOR SUITE), BUT DID NOT NECESSARILY HAVE THE FULL TECHNOLOGICAL CAPABILITIES TO MATCH ITS MISSION PROFILE OF DEEP SPACE EXPLORATION AND INDEPENDENT COUNTERPIRACY OPERATIONS AGAINST THE ORIONS AND NAUSICAANS. ALTHOUGH OUTFITTED WITH SUBSPACE RADIOS, THE DAEDALUS-CLASS HAD AN OPERATING RANGE WELL BEYOND THE LIMIT OF STARFLEET'S SUBSPACE BEACON SYSTEM, SO THE FURTHEST TRAVELERS STILL FOUND THEMSELVES OUT OF CONTACT AND DEPENDING ON CONVENTIONAL RADIO FOR EVEN EMERGENCY MESSAGES. THIS BOLDNESS PARTIALLY EXPLAINS WHY *SO MANY DAEDALUS-CLASS VESSELS VANISHED ON THESE FIRST MISSIONS FOR A* UNITED FEDERATION OF PLANETS.

U.S.S. DAEDALUS, PROTOTYPE; U.S.S. ARCHON, LOST AT BETA III SYSTEM (2167); U.S.S. ESSEX, COMMANDED BY CAPTAIN BRYCE MULLEN, DESTROYED AT MAB-BU IV BY ELECTROMAGNETIC STORM (2167); U.S.S. HORIZON, MADE FIRST CONTACT WITH IOTIA (2168), LOST (2168), FAMOUS; U.S.S. LINDBERGH, DESTROYED THREE ORION PIRATE SHIPS AT THE BATTLE OF DELTA DORADUS (2166), FAMOUS; U.S.S. WAKEFIELD, COMMANDED BY CAPTAIN JOHN PETRASHUNE, LOST AT BATTLE OF DELTA DORADUS (2166); U.S.S. ANSON; U.S.S. DRAKE; U.S.S. REPUBLIC.

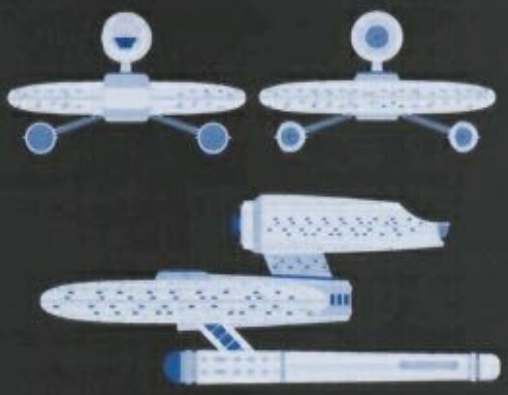
45090

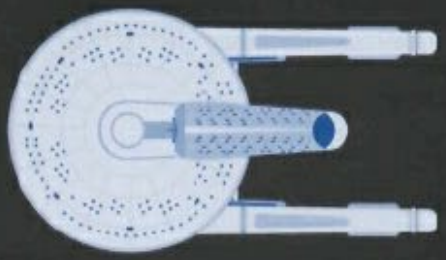
RANGER-CLASS

676 224 146 937
937 757 767
548 876 223 676
555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
31057 8242
89190 1310
11394 9129

34 667





RANGER-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	RANGER-CLASS EXPLORER
YEAR LAUNCHED	2215-2256

HULL DATA

STRUCTURE	25
SIZE/DECKS	5/14 DECKS
LENGTH/HEIGHT/BEAM	227/55/130 METERS
COMPLEMENT	287

OPERATIONAL DATA

TRANSPORTERS	3 PERSONAL, 5 CARGO, 3 EMERGENCY
CARGO UNITS	40
SHUTTLEBAY	1
SHUTTLECRAFT	3 SIZE WORTH
TRACTOR BEAMS	1 AV, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (+2/C)
OPERATIONS SYSTEM	BASIC (A) CLASS 2 (C)
LIFE SUPPORT	CLASS 2 (C)

PROPULSION DATA

IMPULSE SYSTEM	TYPE III (.6C) (B)
WARP SYSTEM	TYPE IV (4/5/B) (B)

TACTICAL DATA

PHASER BANKS	TYPE III (X10/B) PHASER TYPE IV (X7/B)
PENETRATION	4/3/3/0/0, 4/4/4/0/0
PHOTON TORPEDOES	TYPE II (X10/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 2 (A) CLASS 2A (B)
PROTECTION/THRESHOLD	12/2 13/3

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2C, -1 H, +2 T

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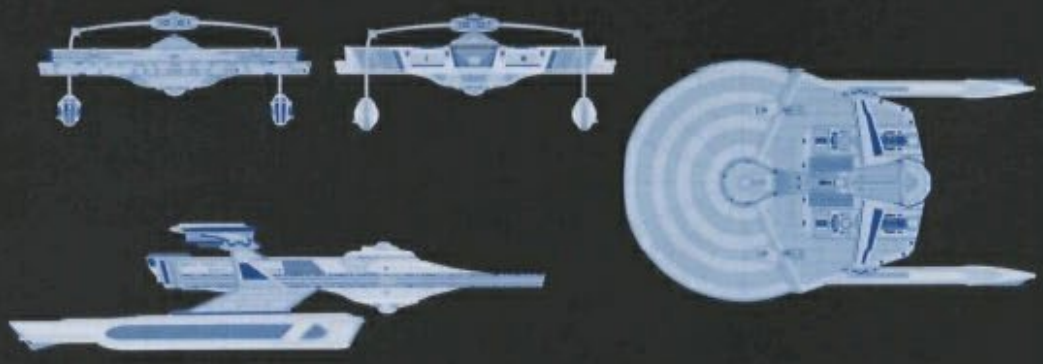
11345 B

12335

04878

MIRANDA-CLASS STARFLEET VESSELS



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548 876 223 876
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
819 89190 1310
858 11394 9128

34 887

MIRANDA-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	MIRANDA-CLASS CRUISER
YEAR LAUNCHED	2283

4558 001

HULL DATA

STRUCTURE	25
SIZE/DECKS	5/15 DECKS
LENGTH/HEIGHT/BEAM	237.8/58/141.7 METERS
COMPLEMENT	360

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 3 CARGO, 3 EMERGENCY
CARGO UNITS	50
SHUTTLEBAY	1 A
SHUTTLECRAFT	4 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 1 (+1/B)
OPERATIONS SYSTEM	CLASS 1 (A)
LIFE SUPPORT	CLASS 1 (A)

11345 0

PROPULSION DATA

IMPULSE SYSTEM	TYPE III (.8C) (B)
WARP SYSTEM	TYPE IIIA (WARP 3/8/8.5) (X8/C)

TACTICAL DATA

PHASER BANKS	TYPE V (X5/C)
PENETRATION	5/5/4/0/0
PHOTON TORPEDOES	TYPE II (X8/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 3 (B)
PROTECTION/THRESHOLD	14/3

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MISCELLANEOUS DATA

MANEUVER MODIFIERS	+3 C, +2 H, +4 T

A STARFLEET FIXTURE OF LONG-RANGE SCIENTIFIC, SUPPLY, AND EXPLORATORY MISSIONS FOR NEARLY A CENTURY, MIRANDA-CLASS VESSELS PROBABLY LOGGED MORE PARSECS THAN ANY OTHER SINGLE FEDERATION VESSEL CLASS. DURING THE LATE 23RD CENTURY, STARFLEET COMMAND PLACED AN INCREASING EMPHASIS ON DEEP SPACE EXPLORATION AND SURVEYING. THE FIRST SHIPS LAUNCHED AFTER THE INCEPTION OF THE EXPLORATORY VESSEL INITIATIVE, MIRANDA-CLASS VESSELS REPRESENT THE MOST NOTABLE RESULT OF STARFLEET'S RENEWED FOCUS ON EXPLORATION AND DISCOVERY.

MERGING A HOST OF DIVERSE CAPABILITIES, VERSATILITY QUICKLY BECAME A HALLMARK OF THE CLASS. ALTHOUGH MIRANDA-CLASS SHIPS PRIMARILY UNDERTAKE SCIENTIFIC AND EXPLORATORY MISSIONS, CERTAIN SYSTEMS MODULES ARE SWAPPABLE. THESE MIRANDA VARIANTS ENJOYED GREAT POPULARITY IN THE EARLY 24TH CENTURY, AND THEIR EXPANDED TACTICAL AND DEFENSIVE SYSTEMS ARE MORE THAN A MATCH FOR MOST FOES. SHIPS OF THIS CLASS HAVE PARTICIPATED IN EVERY MAJOR BATTLE OF THE 24TH CENTURY, OFTEN SERVING ON THE SECONDARY OR RESERVE BATTLE LINES.

BY THE MIDDLE OF THE 24TH CENTURY, STARFLEET DECOMMISSIONED MANY MIRANDA-CLASS VESSELS AND SENT THEM TO SURPLUS DEPOTS, SCRAPPED THEM FOR PARTS, OR USED THEM AS TRAINING VESSELS. FEDERATION MEMBER PLANETS AND ALLIED SYSTEMS SUCH AS ALTAIR AND BETELGEUSE FIRST BEGAN TO ADD RECONDITIONED MIRANDA-CLASS SHIPS TO THEIR OWN SPACE FLEETS IN THE 2360S, WHEN THE ACTIVE PRODUCTION LIFE OF THESE SHIPS CEASED. HENCE, MANY MIRANDA-CLASS VESSELS CONTINUED TO SERVE WITH DISTINCTION THROUGHOUT FEDERATION SPACE AND BEYOND FOR DECADES AFTER THEIR THEORETICAL OBSOLESCENCE.

U.S.S. MIRANDA, PROTOTYPE; U.S.S. BRATTAIN, TRAPPED IN A TYKEN'S RIFT (2367); U.S.S. KEROLEV, DIPLOMATIC MISSION TO ZALD (2293); U.S.S. LANTREE, DESTROYED IN CLASSIFIED INCIDENT (2365); U.S.S. MAJESTIC, DESTROYED DURING OPERATION RETURN (2374), FAMOUS; U.S.S. NAUTILUS, FOUGHT AT CHIN'TOKA (2374), FAMOUS; U.S.S. RELIANT, SUPPORT VESSEL FOR CLASSIFIED GENESIS PROJECT, LATER HIJACKED BY KHAN NOONIEN SINGH (2285); U.S.S. SARATOGA, LOST IN THE BATTLE OF WOLF 359 (2367); U.S.S. SHIRKAHR, DESTROYED AT CHIN'TOKA (2374); U.S.S. SITAK, LOST IN OPERATION RETURN (2374); U.S.S. TIAN AN MEN, PARTICIPATED IN ROMULAN BLOCKADE (2368), LOST NEAR CARDASSIAN BORDER (2373); U.S.S. VIGILANT, LOST DURING LONG-RANGE SURVEY MISSION IN PERSEUS ARM (2348); U.S.S. ANDOVER; U.S.S. BRISBANE; U.S.S. MONDIAL; U.S.S. WHORFIN.

45080

NEBULA-CLASS

676 224 146 937
337 757 767
548 876 223 676
555 077 067
151 737 146

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927 03473 6732
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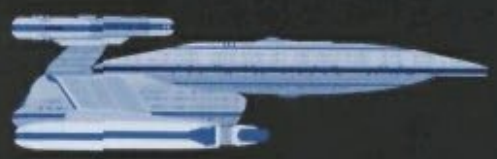

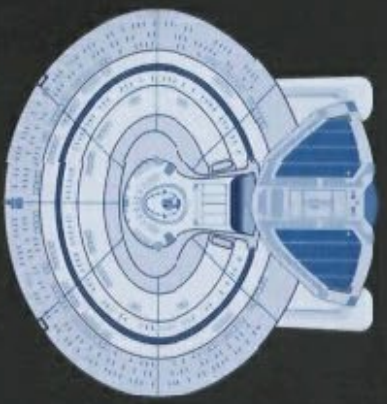

NEBULA-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	NEBULA-CLASS CRUISER
YEAR LAUNCHED	2357

HULL DATA

STRUCTURE	35
SIZE/DECKS	7/21 DECKS
LENGTH/HEIGHT/BEAM	465/140.5/467.1 METERS
COMPLEMENT	750

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	70
SHUTTLEBAY	1 A
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/E)
OPERATIONS SYSTEMS	CLASS 4 (E)
LIFE SUPPORT	CLASS 4 (E)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.92C) (E)
WARP SYSTEM	CLASS 8 (8/9.8/9.982) (E)

TACTICAL DATA

PHASER ARRAYS	TYPE VIII (X3/8)
PENETRATION	5/5/4/0/0
PHOTON TORPEDOES	TYPE VI (X4/C)
PENETRATION	6/6/6/6/6
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	12/4

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+3 C, –1 H, +3 T

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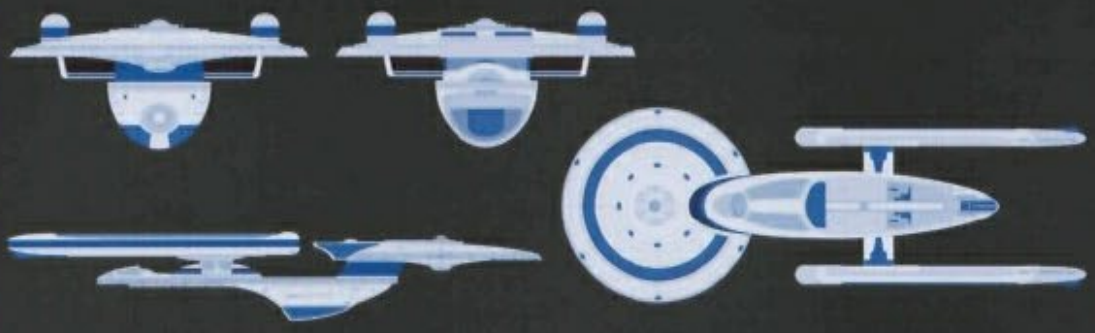
THE NEBULA-CLASS CRUISER IS A CLOSE DESIGN COUSIN OF THE LARGER GALAXY-CLASS CAPITAL SHIP, BASED ON THE GALAXY-CLASS STARSHIP DEVELOPMENT PROJECT PLANS. THE SAUCER SECTION, NACELLES, AND MAIN DEFLECTOR ARE ALL VIRTUALLY IDENTICAL TO (ALTHOUGH OCCASIONALLY DOWNSIZED FROM) THE PARALLEL GALAXY-CLASS COMPONENTS, A TRIBUTE TO THE VERSATILITY OF THE GALAXY-CLASS DESIGN. SMALLER AND EASIER TO BUILD, THERE ARE ABOUT TWICE AS MANY NEBULA-CLASS CRUISERS AS GALAXY-CLASS EXPLORERS IN STARFLEET ROSTERS.

THE VERSATILITY OF THE NEBULA-CLASS IS ENHANCED BY ITS CHARACTERISTIC AFT DORSAL POD, WHICH CAN BE RECONFIGURED AT ALMOST ANY STARBASE FOR ANY GIVEN MISSION. (THE POD ADDS 50 SPACE FOR SENSORS, WEAPONS, ETC.) BEFORE THE DOMINION WAR, NEBULA-CLASS SHIPS NORMALLY INSTALLED A POWERFUL SENSOR ARRAY FOR PLANETOLOGICAL AND ASTRONOMICAL SURVEYS; DURING THE WAR, THE NEBULA-CLASS SPORTED A HEAVY TACTICAL POD WITH FURTHER LOAD OUTS OF PHASER AND TORPEDO ARRAYS. STARFLEET OFTEN USES NEBULA-CLASS SHIPS TO TEST EXPERIMENTAL CONFIGURATIONS OF WEAPONS, SENSORS, SCIENTIFIC INSTRUMENTS, FIELD PROJECTORS, AND SO FORTH. THIS ADAPTABILITY MAKES THE NEBULA-CLASS IDEAL FOR ALMOST ANY SCIENTIFIC OR EXPLORATION MISSION, AND ITS POWERFUL SENSOR PACKAGES GIVES IT A USEFUL ROLE TO PLAY IN DEFENSE AND RECONNAISSANCE MISSIONS AS WELL.

U.S.S. NEBULA, PROTOTYPE; U.S.S. BELLEROPHON, DESTROYED IN BATTLE OF WOLF 359 (2367); U.S.S. BONHOMME RICHARD, SMASHED FERENGI PIRATE RING NEAR CANOPUS (2368); U.S.S. BOUGAINVILLE, DEPLOYED SADA STATION AT CASSANDRA (2368); U.S.S. ENDEAVOUR, COMMANDED BY CAPTAIN JOSEPH AMASOV, SOLE SURVIVOR OF BATTLE OF WOLF 359 (2367), DEFENDED EARTH FROM BORG (2373), FAMOUS; U.S.S. FARRAGUT, DESTROYED BY KLINGONS NEAR LEMBATTA CLUSTER (2373); U.S.S. HERA, COMMANDED BY CAPTAIN SILVA LA FORGE, LOST ON COURIER MISSION (2370); U.S.S. HONSHU, DESTROYED BY CARDASSIANS (2374), FAMOUS; U.S.S. LEOPARD, PENETRATED AND MAPPED THOLAN INTERPHASE (2357–2360), LOST ON THOLIAN BORDER (2360); U.S.S. MONITOR, OBSERVED ROMULAN INCURSION ON NELVANA III (2366); U.S.S. PHOENIX, INVOLVED IN CARDASSIAN BORDER INCIDENT (2367); U.S.S. PROMETHEUS, PARTICIPATED IN REIGNITION OF STAR EPSILON 119 (2370); U.S.S. PROXIMA, LOST IN GAMMA QUADRANT (2369); U.S.S. SUTHERLAND, BLOCKADED DURAS FACTION DURING KLINGON CIVIL WAR (2367–2368); U.S.S. T'KUMBRA, COMMANDED BY CAPTAIN SOLOK; U.S.S. ULYSSES, COMMANDED BY CAPTAIN ENTEBE, SURVEYED HELSAPONT NEBULA (2371); U.S.S. CHESAPEAKE; U.S.S. LEXINGTON; U.S.S. MERRIMACK; U.S.S. TEMERAIRE.

EXCELSIOR-CLASS



EXCELSIOR-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	EXCELSIOR-CLASS CRUISER
YEAR LAUNCHED	2284

HULL DATA

STRUCTURE	25
SIZE/DECKS	7/30 DECKS
LENGTH/HEIGHT/BEAM	470/111/288 METERS
COMPLEMENT	770

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 5 CARGO, 4 EMERGENCY
CARGO UNITS	70
SHUTTLEBAY	1
SHUTTLECRAFT	3 SIZE WORTH
TRACTOR BEAMS	1 AD, 1FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (C)
OPERATIONS SYSTEM	CLASS 4 (E)
LIFE SUPPORT	CLASS 2 (C)

PROPULSION DATA

IMPULSE SYSTEM	TYPE IV (.5C) (D)
WARP SYSTEM	TYPE V (WARP 5/6/7) (C)

TACTICAL DATA

PHASER BANKS	TYPE VIII (X5/C)
PENETRATION	6/5/5/0/0
PHOTON TORPEDOES	TYPE II (X10/D)
PENETRATION	8/8/8/8/8
DEFLECTOR SHIELD	CLASS 4 (C)
PROTECTION/THRESHOLD	14/4

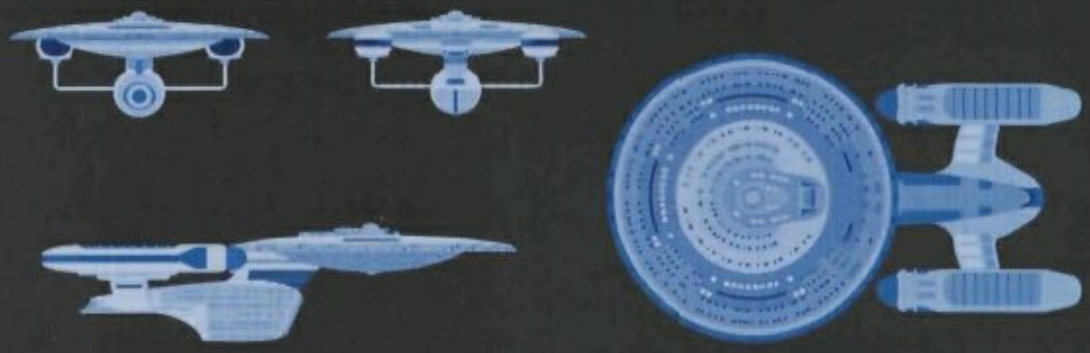
MISCELLANEOUS DATA

MANEUVER MODIFIERS	+1 C, +2 H, +2 T

ORIGINALLY DESIGNED AS THE TEST-BED FOR THE REVOLUTIONARY TRANSWARP DRIVE, THE EXCELSIOR WENT THROUGH A PERIOD OF REDESIGN AFTER THE TRANSWARP SYSTEM FAILED. WITH CONVENTIONAL WARP NACELLES (SLIGHTLY LENGTHENED FROM THE PREVIOUS MODEL), A MORE POWERFUL PHASER ARRAY, AND A ROBUST COMPUTER SYSTEM, THE EXCELSIOR-CLASS CRUISER BECAME ONE OF THE MOST RELIABLE AND LONG-LIVED SHIPS IN STARFLEET. ITS SIZE AND SPEED GAVE IT A NATURAL ROLE IN EMERGENCY RESPONSE AND LONG-RANGE EXPLORATION, BUT IT RELIABLY FOUGHT "ABOVE ITS WEIGHT" IN ACTIONS FROM THE FINAL DAYS OF THE KLINGON-FEDERATION "COLD WAR" TO THE HOTTEST BATTLES OF THE DOMINION WAR. ITS TOUGHNESS IS DEMONSTRATED BY THE FACT THAT FIGHTING CAPTAINS LIKE JELLICO, LEYTON, AND NECHAYEV, WHO COULD HAVE EASILY ARRANGED TRANSFERS TO GALAXY-CLASS EXPLORERS, KEPT THEIR FLAGS IN EXCELSIOR-CLASS SHIPS AS LONG AS POSSIBLE.

U.S.S. EXCELSIOR, PROTOTYPE, TEST-BED FOR FAILED TRANSWARP DRIVE (2284), UPRATED AND COMMANDED BY CAPTAIN HIKARU SULU (2290–2298), FAMOUS; U.S.S. AGINCOURT, COMMANDED BY CAPTAIN CHRISTIAN SUMMERS, DEFEATED THOLIAN TASK FORCE AT CATALINA STATION (2355); U.S.S. AL-BATANI, COMMANDED BY CAPTAIN OWEN PARIS, SERVED IN THOLIAN WAR (2355–2360), FAMOUS; U.S.S. CAIRO, COMMANDED BY CAPTAIN EDWARD JELLICO (2360–2370), SERVED ON CARDASSIAN FRONTIER, COMMANDED BY CAPTAIN LESLIE WONG (2370–2374), DESTROYED BY DOMINION FORCES NEAR ROMULAN NEUTRAL ZONE (2374), FAMOUS; U.S.S. CRAZY HORSE, SERVED DURING BORG CRISIS (2369); U.S.S. ENTERPRISE-B, FOURTH SHIP TO BEAR THE NAME, COMMANDED BY CAPTAIN JOHN HARRIMAN (2293–2298); U.S.S. FARRAGUT, DECOMMISSIONED AS TRAINING VESSEL (2359), RECOMMISSIONED FOR DOMINION WAR (2373); U.S.S. FEARLESS, TEST-BED FOR FAILED KOSINSKI ENGINE SOFTWARE UPGRADE (2364); U.S.S. FREDRICKSON, DAMAGED IN BATTLE AGAINST DOMINION (2374); U.S.S. GORDON, COMMANDED BY ADMIRAL NECHAYEV (2368–2371), FAMOUS, FLAGSHIP (+2 C); U.S.S. HOOD, COMMANDED BY CAPTAIN ROBERT DESOTO (2361–2366), FOUGHT AT CHIN'TOKA (2374); U.S.S. INTREPID, PROVIDED EMERGENCY RELIEF TO KLINGON OUTPOST ON KHITOMER AFTER ROMULAN SNEAK ATTACK (2346), FAMOUS; U.S.S. LAKOTA, COMMANDED BY CAPTAIN ERIKA BENTEEN, PARTICIPATED IN ADMIRAL LEYTON'S ABORTIVE COUP (2372); U.S.S. LEXINGTON, TRANSPORTED EMERGENCY MEDICAL SUPPLIES FOR TARANKO COLONY (2370); U.S.S. MALINCHE, COMMANDED BY CAPTAIN HARLAN SANDERS, SERVED AGAINST MAQUIS (2373); U.S.S. MELBOURNE, DESTROYED AT BATTLE OF WOLF 359 (2367); U.S.S. OKINAWA, COMMANDED BY CAPTAIN THOMAS LEYTON (2350–2364), NOTABLE SERVICE DURING TZENKETHI WAR (2364), FAMOUS; U.S.S. ROOSEVELT, DESTROYED AT BATTLE OF WOLF 359 (2367); U.S.S. TECUMSEH, PARTICIPATED IN COUNTERATTACK AGAINST KLINGONS AT ARCHANIS (2373); U.S.S. VALLEY FORGE, FOUGHT AT CHIN'TOKA (2374); U.S.S. CHARLESTON; U.S.S. CROCKETT; U.S.S. GRISSOM; U.S.S. LIVINGSTON; U.S.S. POTEMKIN; U.S.S. REPULSE.

AMBASSADOR-CLASS



AMBASSADOR-CLASS SPECIFICATIONS

THE AMBASSADOR-CLASS HEAVY CRUISER SERVED AS THE PRIMARY CAPITAL SHIP OF STARFLEET FROM ITS LAUNCH IN 2322 UNTIL THE DEVELOPMENT OF THE GALAXY-CLASS EXPLORER (WHICH WAS A DESIGN BASED IN LARGE PART ON ANALYSIS OF A QUARTER-CENTURY OF TOP-RANK AMBASSADOR-CLASS PERFORMANCE). THE AMBASSADOR-CLASS PROVIDED DEFENSIVE, SCIENTIFIC, AND EMERGENCY RESPONSE SUPPORT TO THE FEDERATION AND ITS ALLIES FOR OVER FIFTY YEARS, AND THE LARGE FLEET OF AMBASSADOR-CLASS HEAVY CRUISERS DETACHED FOR EXPLORER DUTY IN THE ALPHA QUADRANT CONTACTED MANY NEW SPECIES (INCLUDING FUTURE MEMBERS SUCH AS THE ZAKDORN) DURING THE COREWARD FRONTIER SURVEY. AMBASSADOR-CLASS SHIPS ALSO TOOK THE BRUNT OF THE FIGHTING DURING THE KHITOMER CONFLICTS WITH THE ROMULANS, AND DURING THE CARDASSIAN AND THOLIAN WARS OF THE 2340S AND 2350S.

IT CONTINUED TO SERVE IN SIGNIFICANT FLEET ACTIONS AND FRONTIER PATROL CAPACITIES EVEN AFTER GOING OUT OF PRODUCTION IN 2372; ALTHOUGH OUT-GUNNED BY THE FRONT-LINE JEM'HADAR CRAFT, IT WAS MORE THAN A MATCH FOR THE CARDASSIANS' GALOR-CLASS WARSHIP. HENCE, AMBASSADOR-CLASS SHIPS WREAKED A DEADLY TOLL ON CARDASSIAN SHIPPING, AND QUITE OFTEN FOUGHT JEM'HADAR BATTLECRUISERS TO STALEMATES, ALBEIT OFTEN AT A TERRIFIC COST. THE SURVIVING AMBASSADOR-CLASS WARHORSES STILL IN SERVICE MOST OFTEN TAKE ON SECTOR PATROL, FIRST-CONTACT, OR SCIENTIFIC SURVEY MISSIONS WITHIN FEDERATION SPACE, ESCORT DIPLOMATIC MISSIONS, OR SERVE AS BASE SUPPORT FOR KEY STARBASES AND SPACE STATIONS.

U.S.S. AMBASSADOR, PROTOTYPE; U.S.S. ADELPHI, DISASTROUS FIRST CONTACT WITH PLANET GHORUSDA (2361); U.S.S. ENTERPRISE-C, FIFTH STARSHIP TO BEAR THE NAME, COMMANDED BY CAPTAIN RACHEL GARRETT (2340–2344), DESTROYED DEFENDING KLINGON OUTPOST AT NARENDRA III AGAINST ROMULAN ATTACK (2344), FAMOUS; U.S.S. EXCALIBUR, BLOCKADED DURAS FACTION DURING KLINGON CIVIL WAR (2367–2368), FAMOUS; U.S.S. HORATIO, DESTROYED AT DYTALLIX B BY ALIEN PARASITES (2364); U.S.S. KROTUS, DEFEATED ROMULAN INCURSION ACROSS NEUTRAL ZONE (2344); U.S.S. VALDEMAR, PATROLLED CARDASSIAN DEMILITARIZED ZONE (2370); U.S.S. EXETER; U.S.S. GANDHI; U.S.S. ZHUKOV.

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	AMBASSADOR-CLASS HEAVY CRUISER
YEAR LAUNCHED	2322

HULL DATA

STRUCTURE	40
SIZE/DECKS	8/40 DECKS
LENGTH/HEIGHT/BEAM	525/391/133 METERS
COMPLEMENT	900

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	80
SHUTTLEBAY	1
SHUTTLECRAFT	4 SIZE WORTH
TRACTOR BEAMS	1 AV, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (+2/C)
OPERATIONS SYSTEMS	CLASS 2 (C)
LIFE SUPPORT	CLASS 2 (C)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 4A (.85C) (C)
WARP SYSTEM	TYPE VII (7/8.5/9) (D)

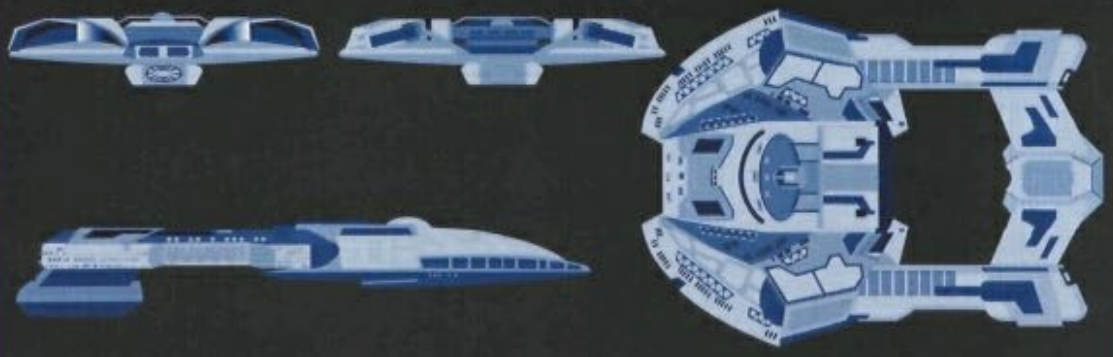
TACTICAL DATA

PHASER ARRAYS	TYPE IX (X9/D)
PENETRATION	6/6/6/0/0
PHOTON TORPEDOES	TYPE V (X5/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 5 (C)
PROTECTION/THRESHOLD	15/3

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +1 H, +2 T

STEAMRUNNER-CLASS



676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9126

34 887

STEAMRUNNER-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	CLASS HEAVY FRIGATE
YEAR LAUNCHED	2389

4550 001

HULL DATA

STRUCTURE	35 (5 ABLATIVE ARMOR)
SIZE/DECKS	6/18 DECKS
LENGTH/HEIGHT/BEAM	375/79.5/270.9 METERS
COMPLEMENT	200

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	60
SHUTTLEBAY	1
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FD, 1FV
SEPARATION SYSTEM	NO
MASKING SYSTEM	CLASS 2 (18 RATING)
SENSOR SYSTEM	CLASS 4 (E)
OPERATIONS SYSTEMS	CLASS 3 (D)
LIFE SUPPORT	CLASS 4 (E)

11345 0

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.9C) (D)
WARP SYSTEM	CLASS 7.8 (7/8/9.8) (E)

12335

TACTICAL DATA

PHASER ARRAYS	TYPE X (X4/C)
PENETRATION	6/5/5/0/0
PHOTON TORPEDOES	TYPE 5 (X2/B)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 7 (E)
PROTECTION/THRESHOLD	17/4

04878

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +1 H, +1 T
TRAITS	ABLATIVE ARMOR

THE SECOND VESSEL CLASS AUTHORIZED BY THE PERIMETER DEFENSE DIRECTIVE, THE STEAMRUNNER-CLASS OF HEAVY FRIGATES BORROWED NUMEROUS DESIGN SPECIFICATIONS FROM ITS LARGER AKIRA-CLASS COUSINS, ALTERING AND IMPROVING CERTAIN ELEMENTS TO FIT THE SMALLER FRIGATE SHIP TYPE. QUICK AND MANEUVERABLE, STEAMRUNNER-CLASS VESSELS HAVE SERVED WITH DISTINCTION IN EVERY RECENT UFP CONFLICT.

DESIGNED FOR A FAIRLY SPECIFIC GROUP OF MISSION PROFILES, INCLUDING PERIMETER ACTIONS, LONG-RANGE THREAT RESPONSE, AND COVERT OPERATIONS, THE STEAMRUNNER CLASS (LIKE THE AKIRA CLASS) ALSO BORROWS HEAVILY FROM TECHNOLOGIES AND DESIGN SPECIFICATIONS DEVELOPED FOR THE DEFIANT PROJECT. THESE INCLUDE A LESS VULNERABLE NACELLE CONFIGURATION, SHIP COMPONENTS THAT CAN BE JETTISONED IN THE HEAT OF BATTLE, AND A REDUCED AREA OF ACTIVE SENSOR COVERAGE. ALL OF THE LARGER POD VESSELS EMPLOY MULTILAYER ABLATIVE HULL ARMORING, AS WELL.

U.S.S. STEAMRUNNER, PROTOTYPE; U.S.S. ADIRONDACK, DESTROYED DURING ASSAULT ON CHIN'TOKA SYSTEM (2374); U.S.S. APPALACHIA, DEFENDED EARTH AGAINST BORG INCURSION (2373), FAMOUS; U.S.S. GREAT SMOKEY, ENGAGED THE THOLIANS DURING THE DRACONIS IX PERIMETER ACTION (2371); U.S.S. KHYBER, LOST DURING DEFENSE OF BETAZED (2374); U.S.S. MATEWAN, LOST DURING AN INTERDICTION OPERATION ALONG ROMULAN BORDER (2371); U.S.S. SUTTER, LOST DURING ROUTINE PATROL OF THE CARDASSIAN DEMILITARIZED ZONE (2370); U.S.S. TIEN SHAN, PATROLLING ROMULAN BORDER; U.S.S. CIRCASSIA; U.S.S. ENESSI; U.S.S. SHENANDOAH; U.S.S. TAVDA; U.S.S. WANDERER.

45199

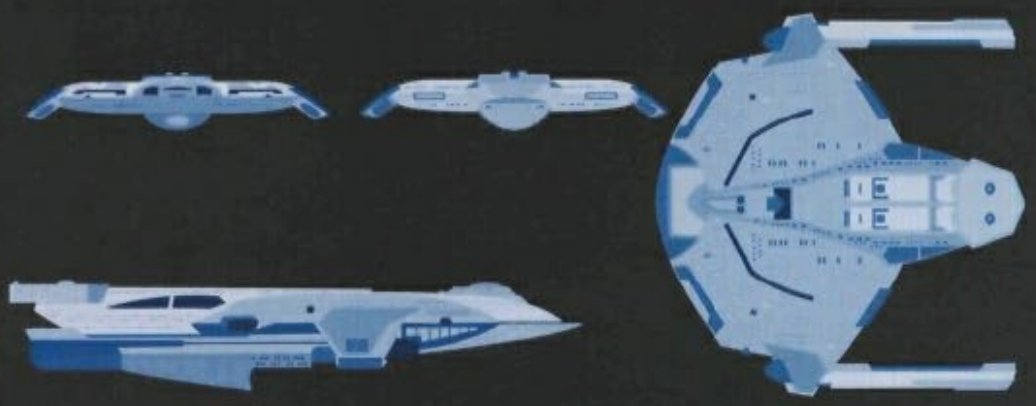
STARFLEET VESSELS

SABER-CLASS

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

34 887



ANOTHER VESSEL TO ENTER ACTIVE SERVICE AS A RESULT OF THE PERIMETER DEFENSE DIRECTIVE, THE SABER-CLASS OF LIGHT CRUISERS ALMOST IMMEDIATELY SAW EXTENSIVE ACTION ON SEVERAL FRONTIERS. USING MATERIALS TECHNOLOGY AND SPACEFRAME ELEMENTS BORROWED FROM THE ASDB DEFIANT DEVELOPMENT PROJECT, THE FIRST SABER-CLASS VESSELS LAUNCHED IN LATE 2370 AS FAST PERIMETER-DEFENSE SHIPS.

INITIALLY ASSIGNED TO HOSTILE FRONTIER REGIONS, THESE AGILE VESSELS QUICKLY PROVED THAT THEY COULD HOLD THEIR OWN AGAINST MUCH LARGER OPPONENTS. THE INTERNAL NACELLE CONFIGURATION, SUGGESTED BY CARDASSIAN EMBEDDED-WARP TECHNOLOGY AND EXPLORED BY STARFLEET R&D DURING THE DEFIANT PROJECT, MAKES THE SHIP A COMPACT TARGET AND SAVES ADDITIONAL WEIGHT AND SPACE THAT WOULD OTHERWISE BE REQUIRED FOR NACELLE FIELD CONDUITS AND CONTAINMENT STRUCTURES. OF COURSE, THIS DESIGN ALSO MAKES THESE VESSELS MORE VULNERABLE TO CORE BREACHES WHEN FULL ARMOR PENETRATION OCCURS.

SMALL AND DESIGNED FOR EASY MASS PRODUCTION, NO LESS THAN FIVE MAJOR YARD FACILITIES PRODUCE SABER-CLASS VESSELS BY THE END OF THE DOMINION WAR. AS A RESULT, MORE SABER-CLASS SHIPS ENTERED ACTIVE SERVICE THAN OF ANY OF THE OTHER NEW CLASSES SPRINGING FROM THE PDD. LIGHT, FAST, AND STRONG, SABER-CLASS SHIPS SERVED ESPECIALLY EFFECTIVELY IN CONVOY ESCORT, SECTOR PATROL, INTELLIGENCE, RECONNAISSANCE, AND COMMERCE-RAIDING MISSIONS. FOLLOWING THE DOMINION WAR, SABER-CLASS VESSELS HAVE BECOME "TROUBLESHOOTERS," FAST, EFFICIENT SHIPS THAT CAN INVESTIGATE PROBLEMS ANYWHERE IN THE FEDERATION AND HAVE A GOOD CHANCE OF SOLVING THEM, OR OF SURVIVING AND REPORTING BACK. MANY PROMISING DOMINION WAR OFFICERS HAVE BEEN GIVEN PEACETIME SABER-CLASS COMMANDS AS A WAY OF GROOMING THEM FOR LARGER SHIPS WHILE KEEPING THESE VETERAN PERSONNEL AS CLOSE TO THE SHARP END AS POSSIBLE.

U.S.S. SABER, PROTOTYPE; U.S.S. DENMARK, ON DEEP FRONTIER PATROL; U.S.S. GAGARIN, DESTROYED OVER 100 CARDASSIAN FREIGHTERS IN COMMERCE-RAIDING MISSIONS (2373–2375), FAMOUS; U.S.S. SCHIRRA, PATROLLING ROMULAN NEUTRAL ZONE; U.S.S. SHEPARD, DESTROYED IN BREEN ATTACK ON EARTH (2375); U.S.S. STORTA, ON DEEP FRONTIER PATROL; U.S.S. YEAGER, DEFENDED EARTH AGAINST BORG INCURSION (2373); U.S.S. ARIAN; U.S.S. CHAKA; U.S.S. DOSALNAR; U.S.S. FALCHION; U.S.S. HRISAL; U.S.S. KAL'HRIS; U.S.S. LARUE; U.S.S. LU'GHARA; U.S.S. LUXEMBOURG; U.S.S. TRIUMPH; U.S.S. VELDAR.

SABER-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	SABER-CLASS LIGHT CRUISER
YEAR LAUNCHED	2370

HULL DATA

STRUCTURE	25
SIZE/DECKS	4/6 DECKS
LENGTH/HEIGHT/BEAM	160/62.6/111.8 METERS
COMPLEMENT	40

OPERATIONAL DATA

TRANSPORTERS	2 PERSONAL, 2 CARGO, 2 EMERGENCY
CARGO UNITS	40
SHUTTLEBAY	1
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 3 (+3/C)
OPERATIONS SYSTEM	CLASS 3 (D)
LIFE SUPPORT	CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 6 (.9C) (D)
WARP SYSTEM	CLASS 7.2 (7/8/9.2) (C)

TACTICAL DATA

PHASER ARRAYS	TYPE VIII (X2/B)
PENETRATION	4/4/4/0/0
PHOTON TORPEDOES	TYPE III (X2/B)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	17/2

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, –1 H, +2 T
TRAITS	VULNERABLE SYSTEM (PROPULSION)

4550 101

11345 8

12335

04873

AKIRA-CLASS

676 224 146 937
937 757 767
548 876 223 678
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

34 887

AKIRA-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	AKIRA-CLASS HEAVY CRUISER
YEAR LAUNCHED	2368

4550 001

HULL DATA

STRUCTURE	40 (5 ABLATIVE ARMOR)
SIZE/DECKS	7/26 DECKS
LENGTH/HEIGHT/BEAM	484.4/87.4/316.7 METERS
COMPLEMENT	500

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	70
SHUTTLEBAY	1
SHUTTLECRAFT	5 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/D)
OPERATIONS SYSTEMS	CLASS 3 (D)
LIFE SUPPORT	CLASS 4 (E)

11345 8

PROPULSION DATA

IMPULSE SYSTEM	CLASS 8 (.95C) (E)
WARP SYSTEM	CLASS 7.8 (WARP 7/8/9.8) (E)

TACTICAL DATA

PHASER ARRAYS	TYPE X (X2/D)
PENETRATION	4/4/4/D/D
PHOTON TORPEDOES	TYPE VI (X5/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 7 (E)
PROTECTION/THRESHOLD	17/4

12335

04970

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +1 H, +2 T
TRAITS	ABLATIVE ARMOR

AKIRA-CLASS VESSELS REPRESENT THE EPITOME OF FAST, MANEUVERABLE THREAT-RESPONSE DESIGN. FIRST LAUNCHED IN 2368, THE AKIRA-CLASS SHIPS WERE THE FIRST VESSELS AUTHORIZED BY THE PERIMETER DEFENSE DIRECTIVE (PDD) TO ENTER ACTIVE SERVICE. ADDITIONAL SHIPS DESIGNED UNDER THIS CLASSIFIED DIRECTIVE—INCLUDING THE NORWAY-, STEAMRUNNER-, AND SABER-CLASSES—ENTERED ACTIVE DUTY OVER THE NEXT SEVERAL YEARS. THE PDD AIMED TO IMPROVE STARFLEET'S FORCE PROFILE AFTER THE DISASTROUS BATTLE OF WOLF 359 POINTED UP THE WEAKNESS IN THE FEDERATION'S UNIFIED DEFENSE STRATEGY. THIS MISSION REDESIGN COINCIDED WITH THE INCREASING CARDASSIAN CRISES AND THE DOMINION WAR, AND STARFLEET BUILT MANY MORE PDD SHIPS THAN THEY HAD INITIALLY INTENDED, DESPERATE TO THROW A GENERALLY-PROVEN DESIGN INTO THE FRONT LINES. ALTHOUGH SMALLER AND LIGHTER THAN MANY OF THE LARGER EXPLORERS, THESE SHIPS BOAST ONE OF THE HEAVIEST ARMAMENT ARRAYS EVER SEEN ON A STARFLEET SHIP OF THIS SIZE, WITH A MUCH LARGER CONCENTRATION OF TORPEDOES THAN NORMAL FOR PREVIOUS STARFLEET DOCTRINE. THE AKIRA-CLASS ALSO OFTEN CARRIES 30 TO 50 FAST ATTACK FIGHTERS IN ITS SHUTTLEBAY, WHICH GIVES IT A FURTHER FORCE MULTIPLIER IN BATTLE SITUATIONS.

OF THE TWELVE NEW SHIP CLASSES PLACED IN ACCELERATED DEVELOPMENT BY THE PDD, THE AKIRA-CLASS HEAVY CRUISERS REMAIN ONE OF THE MOST VERSATILE. ALTHOUGH PRIMARILY DESIGNED FOR ACTIVE DEFENSE DUTIES AND LONG-RANGE PERIMETER ACTIONS, AKIRA-CLASS VESSELS HAVE PROVEN THEMSELVES TIME AND TIME AGAIN ON A WIDE VARIETY OF STARFLEET MISSIONS. THEIR HEAVY ARMAMENT COMES IN HANDY IN REMOTE FRONTIER SECTORS, AS THEY CAN OUTGUN MOST OTHER NAVIES' CRUISERS WHEN NECESSARY. WITH THE STAND-DOWN AFTER THE DOMINION WAR, MANY AKIRA-CLASS VESSELS HAVE BEEN PRESSED INTO EXPLORER DUTY, TO FULFILL THE IMMENSE BACKLOG OF NAVIGATIONAL, COSMOGRAPHIC, AND SCIENTIFIC WORK THAT IS STARFLEET'S PRIMARY REASON FOR EXISTENCE.

U.S.S. AKIRA, PROTOTYPE; U.S.S. BLACK ELK, LOST DURING ROUTINE PATROL ALONG CARDASSIAN BORDER (2369); U.S.S. NEZ PERCE, PARTICIPATED IN ROMULAN BLOCKADE (2368); U.S.S. GERONIMO, DESTROYED IN ACTION IN CHIN'TOKA SYSTEM (2375); U.S.S. MATEO, DESTROYED FIVE GALOR-CLASS BATTLECRUISERS DURING OPERATION RETURN (2374), FAMOUS; U.S.S. OSCEOLA, DESTROYED KETRACEL-WHITE PRODUCTION ON NARCISO II (2373); U.S.S. SUSQUEHANNA, ENGAGED THE THOLIANS DURING THE DRACONIS IX PERIMETER ACTION (2371); U.S.S. THUNDERCHILD, PARTICIPATED IN DEFENSE OF SECTOR 001 DURING THE BORG INCURSION (2373), FAMOUS; U.S.S. RABIN; U.S.S. RED CLOUD; U.S.S. SPECTOR.

45089

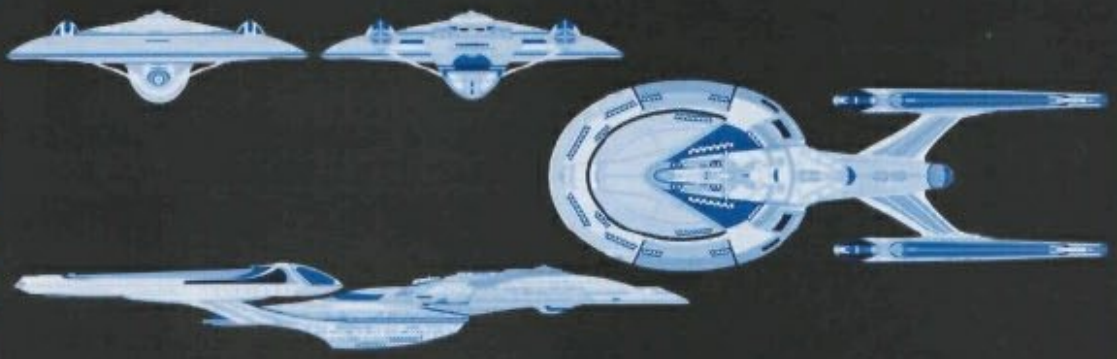
STARFLEET VESSELS

SOVEREIGN-CLASS

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

34 887



SOVEREIGN-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	SOVEREIGN-CLASS HEAVY EXPLORER
YEAR LAUNCHED	2370

HULL DATA

STRUCTURE	45 (5 ABLATIVE ARMOR)
SIZE/DECKS	9/24 DECKS
LENGTH/HEIGHT/BEAM	685.1/88.2/250.6 METERS
COMPLEMENT	855

OPERATIONAL DATA

TRANSPORTERS	6 STANDARD, 8 CARGO, 6 EMERGENCY
CARGO UNITS	90
SHUTTLEBAY	2
SHUTTLECRAFT	12 SIZE WORTH, INCLUDING CAPTAINS YACHT
TRACTOR BEAMS	1 AV, 1FD, 1FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/E)
OPERATIONS SYSTEM	CLASS 4 (E)
LIFE SUPPORT	CLASS 4 (E)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 8 (.85C) (E)
WARP SYSTEM	CLASS 8 (8/9.6/9.982) (E)

TACTICAL DATA

PHASER ARRAYS	TYPE X (X4/D), PULSE TYPE I (X2/C)
PENETRATION	7/7/3/0/0
PHOTON TORPEDOES	QUANTUM TORPEDOES (X5/D)
PENETRATION	8/8/3/8/8
DEFLECTOR SHIELD	CLASS 7 (E)
PROTECTION/THRESHOLD	17/5

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+4C, –2K, +4T
TRAITS	ABLATIVE ARMOR

PURSUANT TO STARFLEET EXPLORATION DIRECTIVE 1023.3, THE NEW SOVEREIGN CLASS PROVIDES A MOBILE PLATFORM FOR A WIDE RANGE OF ON-GOING MISSION PROFILES. STARFLEET DESIGNATES THE SHIPS OF THIS CLASS AS HEAVY EXPLORERS, DESIGNED TO OPERATE WITHOUT STARBASE SUPPORT FOR EXTENDED PERIODS. ALTHOUGH ITS PRIMARY MISSION REMAINS ONE OF EXPLORATION AND PEACE, MANY OF THE ADVANCES INCORPORATED INTO THE SHIP'S DESIGN RESULT FROM STARFLEET'S EXPERIENCES WITH THE BORG.

THE SOVEREIGN-CLASS IS THE RESULT OF COMBINING THE KEY STRATEGIC AND DEFENSIVE ELEMENTS OF THE PERIMETER DEFENSE DIRECTIVE WITH THE MOST ADVANCED PROJECTIONS OF STARFLEET'S ADVANCED STARSHIP DESIGN BUREAU. THE BORG THREAT REQUIRED MORE INNOVATIVE TECHNOLOGIES, A STEEPER TESTING AND ADOPTION CURVE FOR THE RESULTING EXPERIMENTAL SYSTEMS, AND A COMMITMENT TO STARSHIP SURVIVABILITY THAT HEARKENED BACK TO THE ORIGINAL CONSTITUTION-CLASS "SINGLE-SHIP TASK FORCE" MODEL.

THIS BOLD RETHINKING LED TO A NEW SPACEFRAME ARCHITECTURE, THE MERGING OF THE SAUCER SECTION WITH THE SECONDARY HULL INTO ONE SEAMLESS WHOLE. THIS NOT ONLY GAVE THE SHIP A SLEEKER LOOK, IT HAD THE BENEFIT OF LOWERING THE VESSEL'S ELEVATION, THUS ELIMINATING THE VULNERABLE SAUCER PYLON. WHILE OTHER LATE-2360S STARSHIP DESIGNS HAVE PULLED THE WARP NACELLES CLOSER INTO THE BODY OF THE SHIP, THE DESIGNERS WORKING ON THE SOVEREIGN-CLASS DECIDED TO EMPLOY THE MORE TRADITIONAL CONFIGURATION, ALTHOUGH THE WARP DRIVE IS OF THE NEW TYPE THAT NO LONGER DISTORTS THE SPACE-TIME CONTINUUM ABOVE WARP 5. THE NEW SPACEFRAME TECHNOLOGIES, ALONG WITH IMPROVEMENTS LIKE THE PULSE PHASER, THE QUANTUM TORPEDO, AND ABLATIVE HULL PLATING, MAKE THE SOVEREIGN-CLASS A POWERFUL AND VERSATILE SHIP THAT STARFLEET EXPECTS TO SERVE ON THE FRONTIERS OF SCIENCE AND DANGER WELL INTO THE 25TH CENTURY.

U.S.S. SOVEREIGN, PROTOTYPE; U.S.S. ENTERPRISE-E, SEVENTH STARSHIP TO BEAR THE NAME, COMMANDED BY CAPTAIN JEAN-LUC PICARD, DEFEATED BORG TIME-INCURSION AGAINST EARTH (2373), DEFFATED SON'A PLOT AGAINST THE RA'KII AND STARFLEET (2375), FAMOUS; U.S.S. INDEPENDENCE; U.S.S. YORKTOWN (UNDER CONSTRUCTION).

4550 001

11345 0

12335

84878

STAR TREK™
ROLEPLAYING GAME

STARFLEET PERSONNEL JACKET

CHARACTER NAME | PLAYER NAME
PROFESSION | CAMPAIGN
ELITE PROFESSION | AGE | HEIGHT | EYES
EXPERIENCE POINTS | GENDER | WEIGHT | HAIR
ADVANCEMENTS | SPECIES

ATTRIBUTES

	SPECIES MODIFIER	NUMBER ROLLED	TOTAL	ATTRIBUTE MODIFIER
STRENGTH				
AGILITY				
INTELLECT				
VITALITY				
PRESENCE				
PERCEPTION				

REACTIONS

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE

	QUICKNESS	MISC. MODIFIER	TOTAL

DEFENSE

	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+			

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
APPRAISE		ACAD	INT				
ARMED COMBAT		PHYS	AGL				
ATHLETICS		PHYS	STR				
COMPUTER USE		ACAD	INT				
CONCEAL		PHYS	INT				
CONSTRUCT		PHYS	INT				
CRAFT		PHYS	AGL				
DEMOLITIONS		PHYS	INT				
ENGINEERING		ACAD	INT				
ENTERPRISE		ACAD	INT				
ENTERTAIN		SOC	PRS				
FIRST AID		PHYS	INT				
FORGERY		PHYS	AGL				
GAMING		SOC	INT				
GYMNASTICS		PHYS	AGL				
IMPERSONATE		SOC	PRS				
INDOCTRINATE		PHYS	INT				
INFLUENCE		SOC	PRS				
INQUIRE		SOC	PRS				
INVESTIGATE		PHYS	PER				

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
KNOWLEDGE		ACAD	INT				
LANGUAGE		ACAD	INT				
MEDICINE		ACAD	INT				
NEGOTIATE		SOC	INT				
OBSERVE		PHYS	PER				
PERSUADE		SOC	PRS				
RANGED COMBAT		PHYS	AGL				
REPAIR		PHYS	INT				
SCIENCE		ACAD	INT				
SLEIGHT OF HAND		PHYS	AGL				
SPORT		PHYS	AGL				
STEALTH		PHYS	AGL				
SURVIVAL		PHYS	PER				
SYSTEM OPS		PHYS	INT				
TACTICS		ACAD	INT				
UNARMED COMBAT		PHYS	AGL				

* SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS).

STARFLEET PERSONNEL JACKET

STAR TREK™
ROLEPLAYING GAME

CHARACTER NAME		PLAYER NAME	
PROFESSION		CAMPAIGN	
ELITE PROFESSION		AGE	HEIGHT EYES
EXPERIENCE POINTS		GENDER	WEIGHT HAIR
ADVANCEMENTS		SPECIES	

PSIONIC SKILL

	TEST CATEGORY	KEY ABILITY	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
EMPATHY						
MIND CONTROL						
MIND SHIELD						
TELEPATHY						

SPECIES ABILITIES

PROFESSIONAL ABILITIES

WOUND STATUS

HEALTHY	INJURED	INCAPACITATED
DAZED	**WOUNDED**	**NEAR DEATH**

TRAITS

EDGES

FLAWS

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STAR TREK
ROLEPLAYING GAME

SERVICE RECORDS

BORN

PLANET/YEAR

PERSONAL DEVELOPMENT

ENTERED ACADEMY

GRADUATED ACADEMY

CADET CRUISE

ASSIGNMENTS

STARSHIPS/STARBASES	C.O.	YEARS	ENDING RANK

PLANETARY LOG

PLANET VISITED

YEAR/STARDATE

LENGTH OF STAY

MISSION NOTES

COMMENDATIONS

C.O.

YEAR/STARDATE

CITATION

STARFLEET PERSONNEL LOG

STAR TREK
ROLEPLAYING GAME

RENOWN

EQUIPMENT

ITEM	MASS	CHARGES	NOTES

72

11

89

NOTES

PERSONAL LOG

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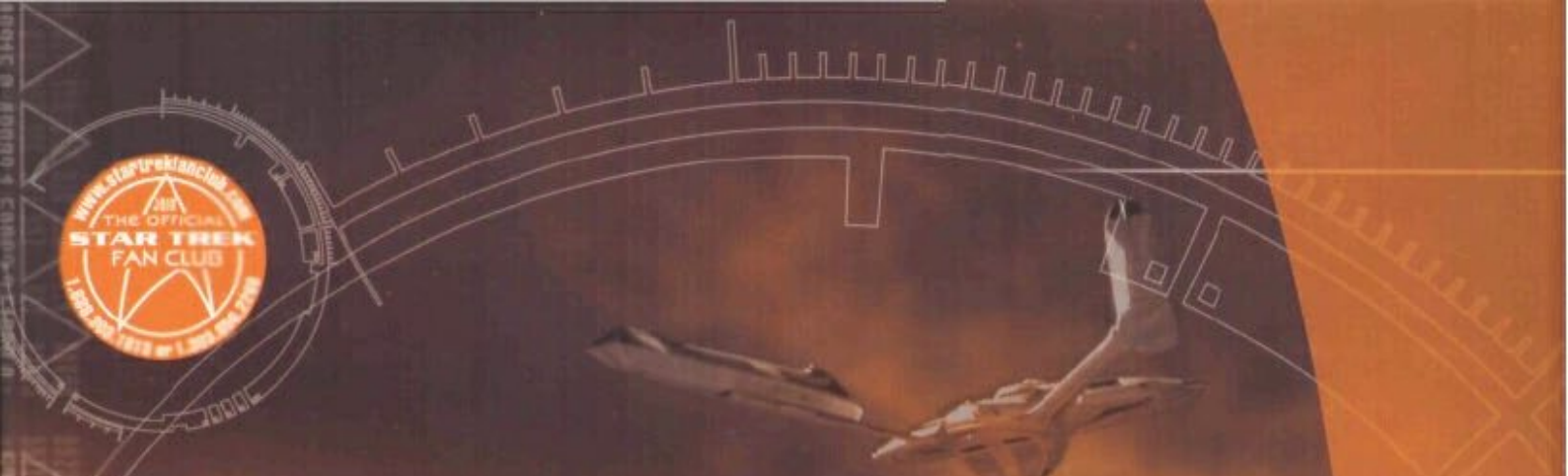
FIN



"Let's see what's out there..."

—Picard to Riker, *Encounter at Farpoint*

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